

THE OFFICIAL SEGA SATURN MAG



SEGA
No.1 FOR
SATURN

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DECEMBER 1996

MAG

E

VIRTUA COP 2

AM2 Shoot to Thrill!

DAYTONA

Hot Rod or Jalopy?

Full Review Inside!

QUAKE

Return News Sensation

REVIEWED

3 DIRTY DWARVES
CHAOS CONTROL

PGA TOUR GOLF

BLAZING DRAGONS

HARDCORE 4x4

STREET RACER

CRIME WAVE

AMOK

AND MORE!



CHRISTMAS NIGHTS! SEGA'S INCREDIBLE FESTIVE GIVE AWAY!

NEXT MONTH... A STUNNING DEMO CD!

In next month's SEGA SATURN MAGAZINE, we will be unleashing yet another brilliant Demo CD to you - the fine SSM readership. Sega Flash Volume III (or 'Is It a Demo?') promises to be one of the best CDs ever pressed in the whole history of the world ever, and promises to include the following awesome stuff:

PLAYABLE LEVELS!

DAYTONA CHAMPIONSHIP CIRCUIT EDITION

Would you believe it - a freakishly **PLAYABLE DEMO** of this most awaited of road racing games? Lovingly crafted by the CS Team (who were responsible for the much-making *Sega Rally*), *Daytona CCE* is a super-accomplished road racer taking elements of the original and adding doves of new stuff. As you shall discover when you see this brilliant demo.

VIRTUAL ON

Big robot battling action! AM3 return to the Saturn in true style, within a spec-tastic extension to arcade-perfect territory! The original arcade game required TWO Model 2 arcade boards to handle the power of this massive title and as a translation, it's almost perfect on Saturn, replete with the brilliant two-player mode of the coin-up! This, and more, YOU shall discover when you check out the **FULLY PLAYABLE DEMO** next month!

In the meantime, you can enjoy more *Virtual On* by examining page 81 of this journal, where we interview AM3 and get the full nitty on the game. Information direct from the horse's mouth - courtesy of SEGA SATURN MAGAZINE, of course.

TOMB RAIDER

It's out in the shops now and it just happens to be the greatest arcade adventure available for the Saturn... a fact that will become obvious when you see our **BRILLIANT PLAYABLE DEMO**, forming part of our demo CD set. Witness the full power of Core Design's greatest ever game for yourself with the aid of next month's SSM!

SEGA WORLDWIDE SOCCER '97

Forget every 3D football game you've ever played on Saturn, PlayStation, PC... anywhere! Sega have produced what, in without exception the best soccer game in the known universe. The best graphics. The best playability. All of the options you'd want. It's freakishly amazing. And on the demo disc, IT'S FULLY PLAYABLE!

ALSO INCLUDING NON-PLAYABLE DEMOS OF...

FIGHTING VIPERS

AM2's frantic sequel to VF2... amazing stuff!

VIRTUA COP 2

The best gun game ever. And that's a fact.

DARK SAVIOUR

All-new adventure from the creators of *LandStalker*. It's a stunning RPG!

NIGHTS

Check out the stunning nature of the *Sonic Team* classic.

BUG 2!

Faster, bigger, better: Bug's back!

AND MORE!

The full line-up of *Sega Flash Volume III* has not been set at time of going to press - the content may change on the final disc.

HOW DO I GET IT?

Remember all the hassle you had getting the last demo disc? Well, put all fears of a repeat of that horrible experience out of your mind. Completely. **EVERY ISSUE OF SEGA SATURN MAGAZINE** will have a demo CD on the cover and all at the bargain price of £3.99! Rejoice, all ye faithful!



ONLY
£3.99!





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We request that we
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questions personally,
so try telephone. Sorry.

SEGA SATURN MAGAZINE USE

DOLBY SURROUND

TO TEST ALL SOFTWARE

COVER STORY

38 VIRTUA COP 2

Just in time to find a place on your Christmas list comes one of the most eagerly awaited sequels of the year. Dust off that Virtua Gun because Virtua Cop 2 is here. And the ball-bots are flying in our nine page showcase showdown, as well as the exclusive review!



COIN-OPERATED

90 STREET FIGHTER EX

Not You! Never escape the Street Fighter! Forever will they rule your destiny! Or at least if you're frequenting an arcade that is, because this month's Coin Op section sees the very cool looking Street Fighter EX, and this time they're in 3D!



COMING SOON

14 KRAZY IVAN

Beginning what's something of a robot-fest in this month's Coming Soon section is the surprise arrival of Piggynozz's' mech combat game, Krazy Ivan. Get those furry hats on and let's glockin' goodbye!



18 VIRTUAL ON

We had loads of phone calls about Virtual On after last month's coverage asking for more information on the game. And being the accommodating soots we are, we're more than happy to oblige.

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The MIGHTS hype has barely died down and already there's a novelty special edition in time for the winter festivities. Hunt down presents in the game for some very special surprises!

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We don't mean the kind that you have in a playground with about fifty of your mates, but the kind of hardware/software bundles retailers are putting out to catch the Christmas market. We look for the best deals



56 DAYTONA CCE

On the road again with the new racing extravaganza from Sega. With the game now complete, we've got eight pages of high-adrenaline gear changing and frantic steering, as well as the review a bit later on.

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TM

NEWS

Exclusive has been piled upon exclusive in this finally spectacular issue. Don't believe me? Check out the first Virtua Cop 3 review, full-on interviews with *Exhumed* creators Televirgo plus the AMG Virtual Gear producer Mr. June Wallen. And I swoon at the certain incredible news about *Quake* also found on these pages! Throw in a huge reviews frenzy plus some stupendous showcases and we have what has come to be known as "Masters' Coverage." The mag's been pretty much transformed in the last couple of months and this is set to continue thanks to the sorry departure of Rob and I'd this issue. That means new blood and yet more change, hopefully for the better. The cover-mounted CDs are also set to become more regular, hopefully every three months. Beginning with the next issue (again, hopefully). Fingers crossed!

Spreading the bananacover!!!
Richard Leadbetter, Editor



QUAKE: EARTH-SHA



Most of *Quake*'s weaponry will be familiar to Doom players, but the all-new lightning gun (aka Thunderbolts) is a great new addition. It brings the opportunity!



Just as we were sending this issue of *SEGA SATURN MAGAZINE* off to be printed, we discovered some incredible news: id software's *Quake* is in development... and apparently it's going to be on Saturn only! *Quake* is the undisputed king of PC games at the moment, selling untold hundreds of thousands across the globe. The next step in 3D shoot 'em ups, *Quake* takes *Doom* gives it a full 3D environment, more advanced texture-mapping and lighting effects and boosts the session still further. It's the only PC game worth playing at the moment, in our hallowed opinion. In terms of gameplay, *Quake* remains very similar to *Doom*. You start the game lidded out only with a small bore combat shotgun and your job is to work your way through each level, collecting extra weapons like double-barreled shotgun, grenade launchers and rail guns and using them to battle a horrific array of demonic creatures.

Iconic flying slug-like creatures, tomb soldiers, fiends and lightning throwing "Shambler" are just some of the many creatures standing between you and the exit of each level. If it all sounds perhaps too *Doom*-esque for you, you just have to see the game in action to witness why this game is so much better. Rather than just have a series of rooms next to each other perhaps at different heights (as in *Doom*), *Quake* is like *Enhanced* in that it can have rooms above rooms, allowing for some superlative true 3D action. The graphics are also much better: torches light up the walls, realistic shadows are cast, that kind of thing. These shadows are a real risk too, meaning that you can hide in them (great in multiplayer).

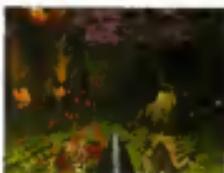
However, the best thing about *Quake* is the sheer playability of the game: id software are the greatest development house in the US and they concentrate on gameplay above all else. During development of the PC game, they stripped out entire concepts and better graphics routines simply because they detracted from the gameplay. Hopefully we'll see this commitment to gameplay and playability replicated when it comes to porting the Saturn version.

EXCLUSIVE FOR SATURN?

The exact nature of the deal that Sega have struck is still classified in mystery, with some sources saying it will be a total Saturn exclusive (just in, all goes to plan, there will be no PlayStation version) and other rumours indicating a hefty window of exclusivity. Whatever the case, you'll read about it first in *SATURN MAGAZINE*. At the moment, fine details



As well as incorporating far superior backgrounds, Quake's male protagonists are fully textured polygon heroes that splatter most satisfyingly when blown apart with grenades or rockets.



QUAKING WITH EXCITEMENT

have emerged on the state of the Saturn game.

Sega of America have entrusted the game to an elite programming team and they're working on making the game as close to the PC original as is humanly possible. Unfortunately this means that we've had to use PC screenshots for this piece, but hopefully the Saturn version shouldn't be much different at all. Evidence shows that the Saturn has more than enough power to produce an awesome rendition of Quake, so hopes are high for an excellent translation.

Not surprisingly we'll have first dabs on the game when the Saturn code does appear, so STICK WITH US! The game should be out on Saturn around Easter 1997.

THE MULTIPLAYER QUESTION

The great news is that the Saturn game should boast multiplayer action. Quake was designed primarily as a multiplayer experience - in this game mode, the levels are cleared of all monsters and extra weapons, power-ups and ammos are dotted around. The basic aim is to collect these and blast the hell out of your opponent, racking up the " frags" left, right and centre.

Compatibility with the Saturn NetLink means to be pretty much guaranteed, meaning that you can play Quake over the Internet, although just how many players can connect (the PC version supports 16) remains a mystery for the moment. Link-up cable enthusiasts would be much appreciated (it's in Doom and Heaven after all) but nothing's been confirmed yet. Regardless, you should be highly excited by the news that the greatest multiplayer game in existence is coming to Saturn!



Quake is multi-player is the best game ever. Let's hope the Saturn can support more than one opponent!

WHERE IT BEGAN

Although Quake arrived less-and-a-half years after Doom, Mean Machine for the game was being created before Doom was even begun. Originally conceived as a first-person perspective action role-playing game with huge multiplayer facilities, Quake first appeared on PC in the form of a "Proof-of-Concept Test". Were you could play multiplayer only on three special maps (it's designed), Despite being far from complete, the test showed off the graphics technology really well and made for some brilliant multiplayer action.

THE SHADWARE RELEASE

Quake was finally released in a near-identical form on PC in July. It is the masters of shareware software - that is, they release a portion of the game for free over the Internet and then take orders over the phone for the majority of the game. From its shareware form it was possible to grab Quake over the Internet and have access to eight levels.

THE NINE-INCH NAILS CONNECTION

Quake features music and sound effects from the band Industrial Metal band - Nine Inch Nails (in fact, in 1993 - the "Year" are nearly formed for the first time). For Quake, he contributed a huge range of amazing ambient sound effects along with some atmospheric music (again, more ambient than tuneful). The collaboration between NIN and id came about due to a mutual appreciation of each others' work. Trent Reznor supplied all of his music completely free of charge, although there's the possibility of a later commercially available Quake music CD in the future. There's absolutely no reason why all of the music from the PC game shouldn't make it into the Saturn version.

THE FULL VERSION

A couple of months after the shareware game was released, id finally completed the entire game, which was released to 600000000 for a European release. Additionally, CT were put in charge of all console translations...

QUAKE... THE FUTURE

By the time you read this, the next chapter in the Quake story will have unfolded, QuakeWorld is a new enhancement for Quake Internet play. Because of the nature of the Internet, Quake can be pretty slow to play on a normal modem connection to the Net. With QuakeWorld, id have refined the game solely for Internet play, speeding up the connections immensely. Quake Games have also forward over the Net - now, Quake players have another to take on other sites in all-new Headshots. The main QuakeWorld server keeps track of every single kill over the Net, compiling statistics continuously.

HMV CHARTS

Week ending November 2nd



If you would like to see your chart feature, send in your top ten to READER CHARTS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 RABINGTON LANE, LONDON EC1R 9AU. Anyone who has their chart printed will receive a game for their troubles! Matthew Wilson, a game in making his way to you sir!

HMV CHARTS		SATURN MAGAZINE CHARTS		READER CHARTS	
1	Sega Worldwide Soccer '97	1	Virtua Cop 2	1	Sega Worldwide Soccer
2	Tomb Raider	2	Christmas NIGHTS	2	Exhumed
3	Fighting Vipers	3	Virtua On	3	NIGHTS
4	Night Warriors	4	Street Fighter Alpha 2	4	Sea Bass Fishing
5	Alien Trilogy	5	Fighting Vipers	5	Athlete Kings
6	NIGHTS	6	Sega Worldwide Soccer '97	6	Bubble Bobble Pack
7	Virtua Cop	7	Exhumed	7	Blast! Machinthead
8	Bubble Bobble Pack	8	Rainbow Islands	8	Alien Trilogy
9	Athlete Kings	9	Daytona CCE	9	Virtua Fighter Kids
10	Blast-a-Hove 2	10	Tomb Raider	10	Destruction Derby

GOODBYE ROB AND RAD

I first met Radion Automatic when he came for his interview on the original (and best) *MEGAN MACHINES*. Although he was a bizarre-looking 17-year-old shelf stalker with no dress sense, both myself and his Kigurumi were super-impressed with the quality of his writing. Much the same was true when a certain "Robert Bright" interviewed for Staff Writer status on *MEGAN MACHINES* just a year later. At that time, the mag and its staff were the kings of all they surveyed. Cowardly peasants dropped onto their knees before us. The sun didn't bloody go down until we told it to. There was nothing we couldn't do. Apart from get a decent wage (even though the mag's profits were in the millions). Over the years, through their writing, these two had contributed immeasurably to the success of our console magazines (apart from when Rob disappeared for three years to do a degree). And now they're off, disappearing into the real world, no less. After the latest whinge uncovered my secret scheme to seize the Power Gem and conquer the world, Rob's now been exiled to the Czech Republic to write for the Prague Post (I'm not making that up). Young Rad on the other hand moves across to EMAF Media to become Reviews Editor for popular music journal, *Select*. So... good riddance... er... good luck and all that... Which leads me on these bits.



WANTED: DEPUTY EDITOR

With the departure of Rob I require a second-in-command to lend a hand on the good old *SEGA SATURN MAGAZINE*. You will have at least a couple of years' experience of magazine journalism, have a huge unquenchable enthusiasm and (unfortunately and) knowledge of videogames - especially the Sega ones. And you will be good at them too. Superlative organisational skills and likeable personality are also musts. If you qualify on all counts (emphasis on ALL) write to me at the address below marking your envelope DEPUTY EDITOR APPLICATION.

WANTED: STAFF WRITER

A talented young thrusting writer is required for duty on *SEGA SATURN MAGAZINE*. An encyclopedic knowledge and pre-existing love for Saturn games is required and required along with a sound grasp of the English language. Qualifications? A-level standard English is a good start, and History can help too although neither is really essential. Being good at games is. Experience? Again, not essential. It's ability, drive and commitment I'm looking for. Age? You'd almost certainly have to be 17 or over. Send in a CV along with examples of your work to me: Richard (last letter) STAFF WRITER APPLICATIONS, SEGA SATURN MAGAZINE, Priory Court, 30-32 Rabington Lane, London EC1R 9AU.



DESCENT IS SENT DOWN

Some time ago we featured a news article suggesting that *Descent*, the best per-person perspective shoot 'em up, was due for a Saturn release. The publishers responsible, Interplay, have since informed us that *Descent* has been scrapped. The reason for this would seem to be an incompatibility in trying to port the code over from the PlayStation, with the resultant effect that the programmers couldn't really be bothered with it anymore. Oh well, there's plenty of other Interplay stuff on the way instead. Most of it is found on these news pages.

SHINY GO WILD!

The words "dysfunctional" and "teenager" tend to go hand in hand, but when Wes, your typical self-centred punk-roting teen, finds himself cast into another universe, he's quick to come to his senses and gives up his irresponsible activities in favour of saving the universe. Hooking up with eight teen-aliens to make "The Wild Nine", they engage in battles with their arch-enemy, Karn. Published by Interplay and developed by Shiny - those responsible for *Earthworm Jim* - this is a platform shoot 'em up with all the trimmings. There are plenty of weapons including a telecage staff that Wes uses as both a martial arts stick and pole vault. The backdrops are all in 3D, and there's an impressive 60000 frames of animation. Whether this is the kind of game to match the likes of *NIGHTS* is another matter but we'll keep you posted on the game's progress.



Tennis

Between Two People
Is A Beautiful Thing

Between Eight It's Incredible.



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PLAYER MOVEMENT.

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ocean



ADIDAS FOR SATURN



Football fans across the country are right now enjoying Sega Worldwide Soccer '97 - the undisputed king of soccer sims. Some might even call it the best football game ever. Well, the choice of fine quality sims looks set to continue as Progamer is due to roll out their PlayStation catalogue onto Saturn.

Adidas Power Soccer was the well-received PlayStation soccer title released earlier in the year. It has the usual stuff - full 3D graphics, lovely motion capture. However, it also includes some pretty spectacular special moves, designed to lift the game from simulation into the heady realms of arcade gameplay.

Whether it can match the brilliance of Worldwide Soccer remains to be seen, but there's a huge gap between the two games' releases - Power Soccer is due in March 1997.



Adidas Power Soccer features all the usual 3D and motion capture glitz and bling...



... as well as a huge, somewhat bewildering array of camera angles.

JOLLY HOCKEY STICKS

They slip, they slide, they're knocked on their hide! They're ice hockey players (insert year over "puck" gag here), and the latest instalment in this seemingly inexhaustible game series courtesy of EA. NHL Hockey follows along very similar lines to previous incarnations featuring all of the teams in the league, loads of play options, plenty of camera angles, the ever-present replay facility and even the classic portly American commentator with mandatory expletive who's probably a familiar face to Americans. Anyway, it's looking pretty smart at present and due out before Christmas so we'll be bringing you a review next month.



BLOCKBUSTER CHARTS

TOP TEN VIDEO GAMES

- 1 EXHUMED
- 2 NIGHTS *
- 3 DESTRUCTION DERBY
- 4 ALIEN TRILOGY
- 5 GUARDIAN HEROES
- 6 WIPEOUT
- 7 PANZER DRAGOON 2
- 8 ULTIMATE MK 3
- 9 TITAN WARS
- 10 TRUE PINBALL



TOP TEN RENTAL VIDEOS

- 1 TWELVE MONKEYS *
- 2 BIROGACE
- 3 TOY STORY
- 4 GET SHORTY
- 5 HEAT
- 6 CASINO
- 7 TRAINSPOTTING
- 8 JUMANJI
- 9 SUDDEN DEATH
- 10 FATHER OF THE BRIDE 2



TOP TEN RETAIL VIDEOS

- 1 TOY STORY
- 2 GOLDENEYE *
- 3 LDRO OF THE DANCE
- 4 BRAVHEART
- 5 101 DALMATIONS
- 6 SEVEN
- 7 APOLLO 13
- 8 MR BEAN BEST BITS
- 9 JEREMY CLARKSON'S SMASH HITS AND MISSES
- 10 GASPER



BLOCKBUSTER
VIDEO



THE BLACKHEADS

OUT NOW ON TAPE.

IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE, CHECK OUT NEW **OXY BLACKOUT**. IT HAS SPECIAL STICKY TAPES THAT **LIFT OUT BLACKHEADS GENTLY**. **BLACKHEADS? OXYCUTE 'EM!**





TEMPEST 2000: BRILLIANT

Bromo-games have definitely come into vogue, due in no small part to the success of our very own Steve Balliett – resident of our sister publication CGW – who I know him as the terrible resident in the Computer Color Anthology, where Steve found out that Tempest was coming to the Saturn in a sort of galaxy spin and started writing lyrical about the good old days of shooting games. Tempest was originally released by Atari into the arcades, and it reached a cult of devotees being one of the first games to use vector graphics. Seven years, it made the transition onto all the major home computers knocking about in the early Eighties, and

a few years ago established itself on the Jaguar.

Now it's being released on the Saturn by Interplay, and it's almost identical to the original, and even comes with the update Tempest 2000 included. In terms of playability things are pretty simple, the player shooting at enemies along various hexagonal or pentagonal shapes. There's even the chance to take on an opponent in two-player mode. We'll have more on this next month if we can ever get these off the shelves.



Jeff Minter coded this on the Jaguar...



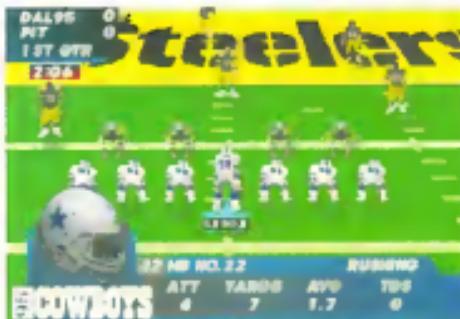
... it's the only reason to own the machine...



... And it's virtually identical on Saturn...



... And it's a brilliant game in its own right!



John Walker returns yet again. At least it's an all-new game this time, eh readers?

MADDEN ON SATURN

We have pulled out the stops this month where sports sims are concerned. As well as PGA Tour Golf and NHL Hockey, they've also got John Madden's '97 for our perusal. Like the other two sports sims, this is due to be released in December. It features all of the elements that made the game so popular in the first place – all the teams, loads of play options, multi-player mode et al. The graphics are better than ever and it looks like the game has lost none of its addictive quality. It's also got a really smart menu sequence. Just as with NHL Hockey '97 we'll be bringing you a review next month.



GRID RUN



Scream through 57 rounds of
BLOOD-PUMPING, HEART-POUNDING, MIND-BENDING
mazes in this sci-fi, hyper-speed chase. Grid Run will keep you
guessing, gaming and going for hours.

"It's rather **REFRESHING** to find a game that relies on nothing but **PURE GAMEPLAY**...
there really is nothing like it" - **SEGA POWER**

"Blindingly **ADDICTIVE**" - **PLAYSTATION POWER**

"The most **ORIGINAL** and **ADDICTIVE** 2-player game **EVER**" - **SEGA SATURN MAGAZINE**



WINDOWS '95



Radical
ENTERTAINMENT

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About a year ago now, **Psynosis** released a game on the PlayStation called **Krazy Ivan**. And like **Psynosis**' other titles **WipeOut** and **Destruction Derby**, it looked very impressive. Well now it's just turned up on the Saturn! Out of nowhere!

In the old days - like about seven or eight years ago - the Russians were the bona fide enemies of the **Rebel** Free West. Now of course they're good mates of ours because they've got a McDonalds packed in the middle of Moscow. After all the fuss of the arms race who'd have thought the outcome of the Cold War would be a beef up between insulin Armageddon or a two o'clock Happy meal? What a funny old world it is. Ha Ha.

If there was a return to the old days, the sight of **Krazy Ivan** strapped into a mech-warrior would probably be enough to have Ronald Mac clomping his way back to Yankville. Then again, we'd probably have Russian fast food instead - something like Burger Proletariat or **Stalin's Big Friday's**. But fortunately for both East and West, all this is entirely hypothetical because what we're talking about here is a console game!

That's right! Seemingly out of nowhere up pops **Krazy Ivan**, another of the big **Psynosis** titles that made a considerable splash on the PlayStation and has since been given the conversion treatment. If you're not familiar with the game it's a simple enough shoot 'em up. As the Badnik, **Krazy Ivan**, you step into a huge robot-meets-warrior type thing and do battle across the globe against all the usual military hardware and a bunch of other military robots, equal if not bigger than you. To help you out you have a support team that pop up in PAVs to keep you informed, and a vast supply of weapons.

Krazy Ivan got a bit of a mixed reception on the PlayStation, acknowledged for its amazing graphics and dismissed for the somewhat easy gameplay. However, it was released

about a year ago and since then **Psynosis** have been responding to the various gripes and suggestions put forward by game-losers such as yourselves. What this means is that everything should be just about perfect in time for its arrival on the Saturn. We say should be because as usual in a Coming Soon we don't want to give too much away. The game's release in December however means we'll be scrutinising it intensely in our review next issue. But you can't wait eh? Well, the game was originally scheduled for a March release - it's been brought forward especially!



Seemingly out of nowhere pops **Krazy Ivan**, another of the big **Psynosis** titles that made a considerable splash on the PlayStation



Krazy Ivan is yet another Saturn conversion from the studio of Perfect - a development house that has recently expanded after the success of previous Psynosis conversions, WipeOut (not bad) and Destruction Derby (impressive, but pretty rotten).

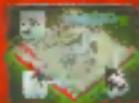


A couple more random shots of Saturn Krazy Ivan, take 'em or not, bring 'em back. And they are impressive, are they not?





COMING SOON



TO THE SOURCE

After you've successfully reduced the aptitude on each stage to their basic components, another final challenge: the dual mission objectives in to destroy the main power source and then eliminate four clusters of lead-in robots of inhabiting their source. A cockpit shield protects the power unit, but it's necessary to pop up over and then landing the more vulnerable bit attack. Alternatively you can simply shoot at the red itself until it's time to set an incendiary device.

MAYDAY PARADE

Russians aren't stupid you know, and being actually quite sharp and on the ball, they realize that there's no point in having a match-winner without some weapons to do a little war with. As a result of this insatiable fire-sight, your pilot comes fitted out with the latest in state-of-the-art annihilation accuracy. Here's a look at some of the goodies you can expect:

LASERS - Cost in a rather attractive purple hue, the laser is devastating, providing a continual blast as it does, but also somewhat short lived.

VORTEX BOMBS - Despite its catchy name, the Vermin Bombs is a bomb plain and simple. You'll want to stand well back after throwing it because it's very powerful.



PLASMA CANNON - The Plasma Cannon is more lethal than the laser, firing sheet bursts of destructive energy. It's also trickier to use.

SHRIMP - The Z-beam is perhaps the most impressive of your special weapons and best kept for use on either the energy shield or very tough enemies.

MISSILES - The good ol' launchable missile will take care of your big standard enemies. Unfortunately it has no homing facility which means you have to aim.

SCYTHE - This is an strange laser beam of sorts, its main advantage being the ability to self-target, something that makes it useful for pre-emptive strikes.



That's a definite "Bomber"...



...as exploding follows shortly...



Well, all right then, maybe not...



Get close and you can't miss.

135

214

2175



...Bamboo. Another big explosion.

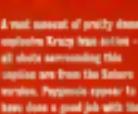


Krash has explosion specialist-
ability at the game's end.



Krash then revolution in the old Fireworks department.

Pygnosis have converted across ever thing from the *PlayStation* original - even the frame rate - which can't be bad.



A real assault of pretty damn explosive Krash beat action - all shots surrounding this capture are from the *Sega* version. Pygnosis appear to have done a good job with the conversion off.

COMING SOON



BLIMIN' MECH!

There are a total of five different combat areas in Krash-hou - Exasia, Small Asahita, Japan, North America and France. As well as the usual assortment of insultingly military hardware and infantry fodder, you'll also face more challenging opponents in the shape of other mech-warriors. There are three on each stage and they all possess their own unique shape and style, as well as a personalised arsenal. Here's a look at one from each stage:

ASIA - BODLONG: Here our illustrious art editor will have this particular mech-warrior because he's a bit like a gorilla. He'll knock up onto his large mechanical fist-type things and then shanty bolts out of his feet. There's no sign of 'because the size of sub-nanobots though, Shanks.'

NAOSHIBA - PROWIE: Rather an unusual mech-soldier this one. It moves about on all fours and resembles a tiger, right down to the orange and black stripes that coat its body. It also rejects firing missiles in favour of pouncing on you.



As you can tell from this you lot of assassins...



... the range of Mechs you're up against in Krash-hou...

enemies making it quite difficult to target.

JAPAN - COLOSSUS: As his name suggests, Colossus is a huge robot, relying mainly on his bulk to attack opponents. One of the things to watch out for as far as this chap is concerned is the lowering of his head which means he's about to come a-crawling in your direction.

NORTH AMERICA - GRANITE: Granite resembles a jellyfish, what with its spindly resemble legs. It's very good at protecting itself by burying itself in the earth and firing energy blasts your way. The best thing to do with this chap is to find something convenient to hide behind and then shoot at it when it raises itself from the ground.

FRANCE - BISERNA: An insectoid mech-warrior this one, and pretty damn tough as well. It will happily fly about you bashing away making your job of targeting it that bit harder. It also has a penchant for punching to. But when you manage to destroy it: the explosion is most satisfying.



... is pretty impressive. And the 3D modelling is well up to...



... Prowies' usual standards. Excellent stuff indeed.



WARRIORSHIP?

Not everyone, as we all know, have a hold of being a bit of a wuss at times. They're usually interested with girls.

Below: Guy types deserve

Get a break in the rating world. Girls tend to inflict cruelty on everything, and while it looks pretty decent, the stuff Biserna wrote that, as evident in Biserna's own pretty unfortunate, the one-going wrong you will notice however, is that it doesn't have a familiar face in the shape of that woman from the *Star Wars* Metal Detectives. She's one dressed up as a dominatrix - you know, the gal singer with the hot leather Wig. Can't wait until her name though. Who's she and tell me about it.

The resolution's down from the arcade, it's not as smooth and some detail is missing. Despite this, Virtual On is still shaping up to be a conversion in the same class as Sega Rally or Fighting Vipers - in AM3.



This month we take the lid off the various two-player modes available in Virtual On. As well as the Sega Rally style split-screen mode, there's also a vertical split, which is really rather splendid indeed.

Another month, another new version of Virtual On - the robot battling game that's shaping up to be an excessively good arcade conversion. Still what do you expect from AM3? For the latest details on this brilliant title, look no further!

In last month's *News* edition of **SEGA SATURN MAGAZINE** you were privileged enough to get the full lowdown on AM3's Virtual On, as it stood then. In its 40% complete stage, the game seemed pretty much complete in its one-player incarnation, with post-launch Saturn versions of all the arenas and robots included. AM3's biggest aim was to incorporate all of the gameplay from the set-up, and even at this early stage, they had accomplished that wonderfully. And that's at the 40% complete stage!

So what now? With a great conversion already in the bag, where do the conversion team go from now? Well, all *Virtual On* arcade units are two-player, and it's in this area of the game that the team are now concentrating their efforts.

In the last version of the game, a two-player mode was evident in the split-screen affair similar to Rally, but the team have now gone full-on overdrive. It is now confirmed that a NetLink mode is being included for use with the new modems/internet package, and AM3 are not ruling out the possibility of compatibility with the link-up cable.

Most people though, are going to be making use of the split-screen two-player mode, and in this aspect AM3 have not let their fans down. The Rally-style horizontal split-screen is good, but the latest version of the game includes a vertical split, which in our opinion is

even better!

As we have told in the past, *Virtual On* remains a toy priority project in Japan, where the original coin-op is a lot more common and indeed more popular than many other games. The Japanese **Sega Saturn Magazine's Reader's Most Wanted** Page actually had *Virtual On* higher than Fighting Vipers for many months!

You can't really fault the work of the team, although the game has a slightly rougher look than the Model 2 original, the overall effect is unusually similar to the arcade game. Although it's not as smooth (like Rally), the frame rate has come down, from 60 frames per second to yes, it's still great, and as a game concept, there's nothing on Earth to touch *Virtual On*.

We should be stepping up the *V On* coverage in the next couple of issues, leading up to the review (which should hopefully be in the issue after next). Stay with us!

All *Virtual On* arcade units are two-player and it's in this area of the game that the team are concentrating their efforts.



This is a great pic of the horizontal split-screen mode. The two robots are split off the single screen (these four little bobs) which runs from one player (top) to the other.



Top: more intense two-player action. The robots are a tad bit off here.

You get the shooting and hacking power on the two-player screens. Lovely啊!



Despite the increased coverage, Saturn Virtual On never seems to slow down in one-player mode.



VIRTUAL ON INTERVIEW

AS PROMISED, HERE'S THE FULL MONTY ON THE MUCH WAANTED VIRTUAL ON INQUIRY. OUR JAPAN EDITOR, WARREN HARROD, VISITED AM3 AND TALKED AT LENGTH WITH MR JUNIO WATARI, PRODUCER AT AM3 R&D DEPT #3, WHO IS SUPERVISING THE CS R&D TEAM'S CONVERSION. FOR FULL DETAILED OF THE VIRTUAL ON DEVELOPMENT, READ ON...

HW What were your first thoughts when you started to convert Virtual On to the Saturn?

JW The arcade version of Virtual On is using two Model 2 boards. Only in this way were we finally able to get the game up-and-running. Because of that there were a lot of reimaginings as to whether or not it could be converted to the Saturn properly.

HW What were your main aims for converting Virtual On to the Saturn?

JW When all is said and done, because it is using two Model 2 boards this game is working fairly hard. So we thought that trying to convert it to the Saturn, keeping everything at that level of quality, was impossible. In particular because of the problem of the resolution. The arcade version is running at a resolution of 480 lines in pixel aspect on the Saturn the screen looks a little coarse doesn't it? For this part of the conversion, no matter what you do, there's no way around it so it can't be helped. However, the feeling of the game is very good and in that respect it's a perfect conversion. Visually it's come down a little but we're working to maintain the game's overall quality.

HW How did you retain the detail and speed of the



arcade 3D graphics in the Saturn Virtual On?

JW Basically, it was very tough there was no perfect solution. By transferring the source [program data] and rendered source [graphics data] bit by bit we've just about managed to get where we are now.

HW Did you use 3DLX?

JW No we didn't, we're using our own programs.

HW What solutions did you use from the AM3 arcade team?



Ever wondered what bags of Japan's R&B heartbreakers look like? Well, here's a photo for you.

JW I gave them the complete arcade program source and all of the model-making data and motion data for the robot characters. Everything was handed over to them.

HW Were you able to use any of the arcade program (for example, algorithms) for the game logic or has the game been completely reworked for Saturn Virtual On?

JW It wasn't possible to use it 100% but generally speaking it was fine.

HW Which part of the conversion is putting the biggest pressure on the team?

JW The arcade version of the game uses two screens to fight doesn't it? Currently, we're trying to squeeze that game onto one screen. In order not to make this area of the gameplay unsuitable for the Saturn Virtual On we're taking great pains. That's the main point.

HW Virtual On has some very spectacular weapons. Did you have any difficulty in converting any particular robot weapons to the Saturn?

JW Yes we did. For example, the robot Doctor from a laser but we really had our work cut out trying to figure out how we were going to represent the laser because it's miles in length. At that time there was a delay when we tried to draw it on the screen so we had to rewrite it several times.

HW What difficulties were there in converting the various memory to the Saturn? How did you overcome these difficulties?

JW In the arcade version all the background memory is represented as polygons. Each part of it is modelled. However, in the case of the Saturn, it just doesn't have the capability to display that many polygons so with regards to the memory it became a modelled image. At the time we were changing the memory to the modelled version we had a lot of worry that there might be a sense of incomparability.

HW The game looks very close to the original arcade version. Was any compromise needed in



COMING SOON



How to convert Virtua On to the Saturn?

JW With regards to the feeling of the game there were no compromises at all. We really worked hard on that.

SHM The two-player mode is obviously one of the most important aspects of Virtua On. What types of two-player modes are you planning to include?

JW We plan to have two kinds of split screen mode. Both a left/right split screen and an up-down split screen.

SHM The split-screen mode is obviously the most important to our readers. Since the graphics and game logic are effectively being processed twice as much, are you able to keep the same speed and detail in the game?

JW Pretty much so. I think we have.

SHM Are you planning to use the link-up cable for the Saturn Virtua On?

JW Tentatively, we have a plan but we haven't decided when or in what way it will be implemented yet.

SHM Please tell us about the development of the new dual joystick Virtua On controller.

JW For the arcade version you can do all the operations with this lever. So, from the viewpoint of this conversion's character, you'd expect the user for the players to play the game with the same kind of interface. The origins of its development was in response to that.

SHM What disadvantages are there to using the ordinary joystick compared to

using the Saturn Virtua On controller?

JW For this game it's necessary to have to press a fair number of buttons so there's a possibility that the user might become a little confused. We did a test where we watched various people playing Virtua On with a pad. For those people playing Virtua On for the very first time it didn't seem that there was any feeling of confusion. However, for those few who had already become accustomed to the arcade

style of play, using the pad is a little strange. So, for those users playing Virtua On for the first time there shouldn't be any particular feeling of confusion.

SHM Can you use the SATCONT as a game controller with the Saturn version of Virtua On?

JW No, you can't. The original Virtua On used a digital input so it's not compatible at all with an analogue system.

SHM What places are there for extra modes in the Saturn Virtua On? For example, are there any user modes related?

JW We plan to include some interesting things into the Saturn version. The possibility for having robots that weren't in the arcade version is there.

SHM Considering the size and complexity of Saturn Virtua On, which aspects of the game are you most proud of, and why?

JW From the point of view of actually creating it, Virtua On was an extremely troublesome game. The typical Virtua Fighter-like fighting game just has two fighters trading blows and that's all there is to it. However, with Virtua On you can be apart and still be able to shoot at each other. In addition, the field of play has a high level of freedom within a wide area so just how you go about completing the game is very difficult.

The maximum number of shots from a single weapon is 30, but with two screens that become 64 shots flying around, each shot's range and bombing capability system is created separately for each one. So for each shot we are calculating whether or not it hits the screen, the floor, an obstacle or goes outside the field. While we're doing all of that we are also calculating their flight path. And all this is done while the game is being played so there's an incredible load on the CPU. If you consider those 64 shots hitting one big wall and then trying to determine the outcome, the total number of possible combinations all together is about 40000. Working out these possible combinations was an extremely tough nut to crack.

SHM What percentage complete is it at the moment?

JW At the moment about 90%.

SHM Will other games be able to use the new controller?

JW Possibly. I don't know but I think they will. However, I can't say what those titles are.



At close range, the robots switch to plasma mode, which inflict huge amounts of damage.



A vast array of Virtua On coverage in these five action-packed pictures. Except for the centre one which shows one of the robot's winning poses.



Hold on to your shorts little man.....
here's your chance to play with the Big boys!



NBA JAM EXTREME



Hold on to your shorts little man - this is your chance to play with the big boys! NBA Jam Extreme takes Basket Ball to new heights, featuring ballistic graphics and ultra-addictive gameplay. Full 3D rotoscoping makes our 170 NBA superstars look prettier than the originals and now there's even more control from a range of killer 'Extreme' moves. You also get to eat clouds more than ever with an even wilder selection of anti-gravity, out-to-lunch monster dunks! Boomshakalaka! Don't look down!

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COMMAND & CONQUER

Command & Conquer is one of the best-selling PC titles ever - and that's including Skinny Kart. Find out what all the fuss is about with the they-said-it-couldn't-be-done Saturn conversion from Virgin.

BY	VIRGIN
PRICE	£39.99
STYLE	COMMANDING & CONQUERING
RELEASE	DECEMBER

HII! I'M COLONEL CARPETBOMB!

Command and Conquer looks nice straight, but let's face it, the graphics aren't going to give *Final Fantasy* any sleepless nights. If it does? But that's all part of the game, because this means the space saved on the CD can be put to other uses - like saving loads of condensed cut-scenes to break up the gameplay! They're absolutely ace looking and there are loads of them. Unlike many games which utilise this device, the intermissions in C&C actually do serve their purpose more than adequately.



There's something of a large rock monster in the alien pic. But that you can tell because the spines are small.



"...And here's what I look like with my wig on my other life but..."



An explosive ends a building. To. Rock the house. I believe.

In the dawn of time it has been Man's ambition to rule all the surveys. Well, perhaps not. At the dawn of time, it was probably man's ambition to evolve fingers. And bottle openers. In fact, it probably took quite a while for man to get around to having an auspicious ambition like conquest on his mind. Sometime after the ambition to have a mind, in fact.

However, suffice it to say that at some point it did become man's ambition to rule all the surveys, and man has been blowing himself up to that end ever since. Obviously an millions of peasants and other layabouts have attended, this is a pretty bad thing, and it would be better for everyone all round if we could find a way to curb these territorial tendencies. Well, Virgin think there's a better way. They reckon that if we all bought *Command and Conquer* it



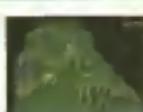
our games system we could be as warlike as we like without causing anybody real physical harm. We could all just sit indoors and play at war with *Command and Conquer* until we've all eventually forgotten how to make bombs anyway. Well, they haven't actually said that's what they think, but it's what we think they might think.

The futuristic environment in which *Command and Conquer* is set pitches two well-armed sides against one another in the blue corner is the UN Global Defence Force, and in the red corner is the evil criminal supergroup The Brotherhood. One is intent on taking over the world for its own gain, whereas the other is intent on taking over the world for its own gain. And, in an unprecedented twist to the usual war-game format, you're allowed to play as either the heroes or the villains - so if you've ever had

In the blue corner is the **UN Global Defence Force**, and in the red corner is the criminal supergroup **The Brotherhood**....



~2000



All these tiny things you can barely see in the screenshots are the entire elements of C&C. Soldiers, tanks and so on. You know the stuff. Agreeing, they kill each other.



With drama. The full palette of G&C is displayed here.





The Imperium of Command & Conquer's graphics shouldn't put you off. After all, your title is loads bigger than one of these screenshots, and it hasn't stopped PC owners from buying lots of copies. They are small though. Only 100.

a dream to rule the planet with a closed fist and enforce a reign of terror this is the game for you. Whoever you choose to play you're given a differing selection of weapons and technology. So it's like two games in one. Nearly.

The game itself, possible future saviour of the souls of our race, takes a ground-level look at mass conflict, by including a Sim City-style construction element along with the full-scale massacre. This brings home the reality of war, man, because you spend ages building up your little capitalist economy only to see it ravaged and destroyed by your foes. Alternatively you can use your factories to roll out thousands of tanks and use them to crash all old tanks in your path. It all depends.

Command and Conquer has been out on the PC for some time now (since August last year, in fact) and



it received crazy good reviews so that format - especially impressive when you consider the amount of competition in the genre on that format.

We know for sure that you Saturn owners are hampering after a conversion, as we've had numerous letters sent in to Q&A requesting information on the possibility. Well as you may have guessed by this copious preview stuffin' with Saturn shots, C&C is indeed heading for the Sega machine, and it'll be with you shortly. Just as soon as it's had its tea.

—



More U.N. tanks about to be destroyed.



Another micro-harney breaks out in C&C world.



One never with a small convert! That's the name of the game.



These shots seemingly juxtapose the mechanical banality of the first pic with the automated destruction in the second.

One is intent on taking over the world **for its own gain**,
the other is intent on taking over the world **for its own gain...**



This is quite an exciting bit from the second level, actually. The hero is on an advance party to knock out some enemy defenses, this is party of weak engineers and getting into the opposing buildings to change them in your side. It's dead pool.

The last Japanese soldier correctly playing in the office is doing my head in. Turn down.

COME TO LOVELY WAR!

If you want to go to war, you'll need to plan ahead. It's a case of primary, secondary and tertiary industries, isn't it? You've got your primary element, raw materials, which means you've got to make all the things you require for your secondary - manufacturing. This means building and making things. And then, once you've got everything together, you can move into your tertiary - or service - industry, by providing a free-call-back service to your enemies. So don't go expecting a simple game of mass leveling for success.



TETRIS PLUS

Who'd have thought that a game where you attach blocks to make lines which disappear to earn you points would have had quite the impact it has? Well someone obviously, otherwise they wouldn't have invented it and we wouldn't still be playing it! Sharoo!

BY	SEGA
PRICE	£19.99
STYLE	PUZZLE
RELEASE	DECEMBER



If the Prof. reaches the top then your game is over! Hooray!

THE STORY OF THE BLOCKS

Puzzle games are known for their lack of story lines. Fair enough, it's pretty tricky to carry a succession of coloured blocks with a coherent plot, but most titles don't even try. *Tetris Plus* isn't very different. Whilst there's an excellent explanation for the travels and travails of our heroes (they're looking for treasure in the old world), each actual episode starts with the same routine. Which is, predictably, "Oh no, how are we going to get past those blocks?". Still, at least they've made an effort. And it's all quite funny. And very well presented. You never know, the finished version might expand upon this principle.



It's been around four years, and it's still widely acclaimed by everyone in the world to be one of the greatest puzzles ever. More popular than chess, more challenging than Operation, easier to understand than backgammon and more colourful than Tetris. That's *Tetris*. The game which netted its Soviet creator a brand new 486 PC and made millions for the state. No games library is complete without the block-matching option which is Tetris, or one of its many clones.

The latest version, slated for a Saturn appearance, has to be the coolest incarnation yet. Along with the classic *Tetris* game, there's also a stack of brand new playing options featuring two new *Tetris* characters. You see, *Tetris* is no longer the abstract game of shape matching - it's the story of the adventures of the scatter-hairless and his bumbling assistant. The joyful pair are off around the world hunting for buried treasures, and the only things standing in their way are lots of blocks. These blocks present themselves in various strange shapes and layouts, whilst the Prof. walks along their lengths. Drop a falling block on top of him and he'll climb it (dangerous), make a gap and he'll fall through it (good). If you're clever you can solve the block puzzles which allow the little man to touch the bottom of the screen in time to nail the goodies if you're not clever he'll be crushed by a whirling rotary blade on the descent. And, right, if you're really

clever you can even design your very own *Tetris* puzzle levels. So the message here is be clever. Anyway, the level editor is a smart new addition to the game which enables you to try and outwit yourself. So you'd better hope you're not some kind of twisted and nefarious genius or you'll spend years tuning your own evil machinations. Of course, the real fun lies in testing your mates with your bizarre puzzles to which only you know the true solution.

Obviously there are new loads and loads of puzzle games with the descending-objects theme *Tetris Plus*, though, does actually introduce some new play elements to the mix. At first, having the Professor wandering around your blocks just seems like a novelty, but it's actually the key to the *Tetris Plus* system. Once you get used to the little Prof's bumbling it's a piece of cake to work out the thinking behind most of the set puzzles.

It'll isn't enough for there, though, there's also a two-player mode (in both original and enhanced versions). As usual in *Tetris* land it's a head-to-head contest to save the Prof (or fill your fans screen) first, with high scores handily clipping you opponent.

All in all, *Tetris Plus* looks to be one of the most colourful and well presented puzzle games we've seen on the Saturn - and it's definitely the one with the most options. Hopefully we'll review a finished copy next month.

TAKE IT TO THE SEVENTH LEVEL

Level editors in games are always scary things which you'd think are really really complex. Not so with *Tetris Plus*. The levels editor is simplicity itself. Simply place one square block at a time until the screen is how you want it (you can use a full palette of colours, too). Then set the height for the whirling rotary blade (the lower it is the less time you have). Position the Prof. select your first block to drop and you're away. Don't forget to save your creation, though, or there'll be tears before bed-time.



The game that netted its Soviet creator a brand new 486 PC and made millions for the State.



Now the reason this two-player game looks a bit one-sided is that there was only one of each the tremendous bonuses among you might be able to play two games at once but, uh...

BRINGS OUT THE YOB IN YOU



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STREET RACER

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MIGHTY HITS

So you don't know what to do with your Virtua Gun? You've finished Virtua Cop a hundred times, and since then your little brother has since commandeered it. Well get it back for Mighty Hits!

BY	SEGA
PRICE	TBA
STYLE	SHOOTING
RELEASE	DECEMBER

RAFTED

This is one of the coolest games we've seen so far in Mighty Hits. The aim is quite straightforward really. A man is gradually descending into the sea with a bunch of balloons in each hand. In front of him floats a raft. In order to land him safely on it, the player has to shoot the balloons in his left and right hands to sheer him to the raft and the poor chap drowning!



Mighty Hits might sound like the name of a cheap mall-oween-only Telstar compilation featuring classic tracks by Mr Motter, John Tavias and Mike and the Mechanics, but you can rest easy because there isn't a power ballad in sight. The title in this instance means hits from a gun - the Virtua gun to be precise. And the 'mighty' probably comes from the fact that there's about twenty odd individual games to choose from in this one package. You see, Sega in their infinite wisdom realise that owners of the gun might be feeling a bit jaded about the fact that they can only use it for Virtua Cop (or Chaos Control if you're desperate enough) and so decided to release

Mighty Hits to assuage some of your frustration.

What great guys eh?

Each of the games follows a pretty simple concept, and there's a distinct Japanese style to the proceedings. The great thing is that two players can compete against each other meaning there's plenty of opportunity to claim your right to the Mighty Harry legacy. The other good thing is that Mighty Hits is going to be a bit of a bargain. Retailing at a fairly modest £9.99. Whether it's worth the money we'll let you know next month in the review. For now though, let's take a look at some of these crazy shoot 'em up attractions.

Sega in their infinite wisdom realise that owners of the gun might be feeling a bit jaded about the fact that they can only use it for *Virtua Cop...*

THE BLUE RABBIT

A mixture of concentration and accuracy here. It's a bit like that trick with the three caps and the sponge ball where the caps are shuffled and you have to guess where the ball's gone. Instead of that one of four rabbits is singled out as blue. That then disappears when the subtitle shuffles themselves about. The player then has to shoot the rabbit they think was blue.





Stand at the stage select as it flies through the myriad of genres.



This is the two-player version of the pinball game West Coaster.

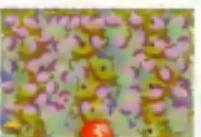


Sometimes you win and sometimes you lose, but you gotta keep on shooting.

Each of the games follows a pretty simple concept, and there's a distinct Japanese style to the proceedings.



Why does it have to be Jack in any particular box eh? Why not Golfer, or Humphrey? And why a clown? What about a jug or the ar...



MICE TRAINS

Bit of an unusual one this. Rather than doing what bullets traditionally do – move very fast in a straight line – the player has to land their bullets in cups situated on top of a toy mouse train. You earn more points for landing the balls in the little cups rather than the big cups.



BOTTLES

There are some things about this bottle game that appear a bit strange, although we're pretty sure that the idea is to shoot all the corks off the bottles without shooting any of the bottles. Of course, it's much more fun to shoot the bottles so I suppose it's up to you.



JACK IN THE BOX

Pretty damn easy this one. A whole bunch of jack in the boxes are arranged on the screen and the player shoots them as they pop up and down. This game is good for working on your ability to react quickly and accurately.



SUNFLOWER AND BEE

This game seems a bit baffling at first. Three sunflowers are lined up, their heads and leaves rotating when you hit them. This doesn't really seem to make much sense until a bee turns up on the scene and then it's a matter of shooting at it as it buzzes about the flowers.



PORTRAITS

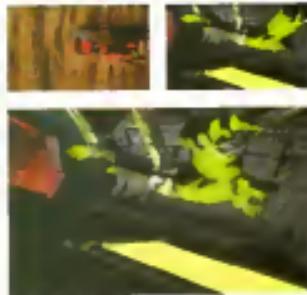
Of all the games in Mighty Hills this one is the most undathomable. A row of portraits are lined up disappearing into the distance. So far all we've done is shoot them all down which is pretty easy anyway, but doing this doesn't mean you win. 'Intriguing' as Rich might say.



THE INCREDIBLE HULK: THE

He's big! He's green! And my word is he mean! It's the Incredible Hulk, and he's not a happy fella because if he was a happy fella this game would be called 'Bruce Banner: No Saga'.

BY	E1805
PRICE	TBA
STYLE	PLATFORM
RELEASE	DECEMBER



In the opening part of the game the Hulk does battle with the Panthere from who actually turns out to be his mother.

FADE TO BLACK

One thing you're probably wondering, having looked at the screenshots is what all that darkness in the background is all about: this is a technique that programmers use as an alternative to having things in the 3D backdrop suddenly pop up or disappear. Rather than a fade into black, some programmers choose to use a kind of fog or mist technique. The problem with The Incredible Hulk at the moment though is that there's just too much blackness, often taking up almost half the screen. The game is still only about 50% complete, so lets hope they work that problem out before it's made console material.



It's a shame that Bruce Banner never came across a band of wandering Hare Krishnas on his travels. They'd soon sort out all that bad karma following him about, and help him learn how to transform his anger into love and stuff by thinking about nice things like flowers. Then again, if they didn't, you'd have a band of bald men in drosses on the run from a muscle-bound maniac sporting a green tan. Actually that might make for an interesting game. Something

THE INCREDIBLE SULK

Getting the huge figure in, you'd think the Hulk was always up for a bit of hand-to-hand combat, a manly wrestle or a shabby grapple. But as it is, most of the Hulk's attacks don't involve any contact at all. Ok, so there's the spinning lariat done in a taunting style, but Hulk's most potent attacks are more like angry Hulk moves. For example, a foot stomp uses Hulk bashing his foot to the ground, making it vibrate or break. Any enemies nearby are taken off their feet making them vulnerable. The floor smash does pretty much the same thing except Hulk uses his enormous fists instead. Then there's the sonic chop which does exactly what it says, the sound disorienting and stunning enemies.



There are lots of robotic enemies in the various levels like this flying chopper. It's a good job Hulk can do flying kicks.

Like 'Hulk and the Hand': The Karmic Saga'

Unfortunately, *Incredible Hulk: The Panthere Saga* doesn't feature any Hare Krishnas. What it does have though is good old Hulk himself, a man whose idea of looking back in anger always involves a simultaneous need to buy new clothes.

He's not the only Marvel character in the game either. After collecting a calling card for fulfilling the hidden objectives on each level, the Hulk can call on some of his Panthere charms like Aja, Ulysses,

PANTHEON SAGA



The Pantheon Saga is essentially a platform game viewed from an isometric perspective...

Atalanta and Hector

The Pantheon Saga is essentially a platform game viewed from an isometric perspective, that sees the Hulk wandering about dodging traps, making use of his awesome strength on unfortunate foes, and picking up useful items to take him on to the next level. There are five separate stages in all, each of which incorporates two or more levels, and you can expect to see a whole host of Marvel characters pop in for a quick fight - enemies like

Reznor, Ysanna, Lazarus and Maestro

There's still quite a bit of work to be done on the Pantheon Saga yet (it's about 50% complete at the moment), with the graphics still lacking a certain definition and the game moving a bit too slowly at the moment. Edics assure us that this will all be sorted out and we'll be finding out next month when we put the game under review scrutiny.



CRUSH THAT DOOR

Being the mighty colossus he is, Hulk thinks nothing of crashing through reinforced concrete walls. He laughs in the face of thick iron doors and positively crackles at the prospect of steel barriers that slow the fellas a switch and he doesn't know where he is. This could cause problems because rather than pursuing him through doors, Hulk has to do the decent thing and open them. That he can't do without annihilating a number of switches put about the level. Puzzles elements like this crop up throughout the game.



No end of obstacles await the Jell-O green giant, like these double-type wings which he has to dodge as he moves down the corridor. Be careful sir 'chess'!

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BREAK POINT

Summer may now be far behind us, and the cruel cold of winter only around the corner, but in the comfort of your own home the grass is still green, the lawns still plush, and tennis is on the go!

BY **OCEAN**
PRICE **TBA**
STYLE **SPORTS SIM**
RELEASE **DECEMBER**



(Left) After the reply you can watch the shot from a variety of angles. (Right above) After each service the speed is given. Using the power serve you can do anything up to 120 mph.



It's an odd thing. Instead that probably the last tennis game most people will have played is now a good five years old and plays on a console with half the capacity of a Saturn. I'm talking about Super Tennis on the Super NES, and the secret of its longevity lies in how playable and addictive it is.

Since those heady days, tennis simms have appeared in a whole range of guises, 3D versus normally rejecting the stubby cartoon style graphics in favour of greater realism. But what we haven't seen is a tennis game that manages to capture the essence of the gameplay - the thrill of a good rally, seeing an ace, the satisfaction of a heavy smash - without sacrificing a sense of immediate playability and fun. No easy task admittedly, but with Virtual Open Tennis, the only tennis game to appear on the Saturn as yet, you'd think programmers



would have done a bit better. Well, Ocean have been brave enough to take up what's become a bit of a polarised choice and have put together Break Point. This features all of the usual elements you'd expect to see in a tennis sim - different court surfaces

eight selectable players, up to four players if you're indulging in doubles - and a control method that Ocean think is really quite smart. We're not willing to say whether it is or not, this being a preview after all, but we can tell you that, initially at least, it takes a bit of getting used to.

Like Virtual Open Tennis, Break Point adopts a realistic graphic approach, something that's exemplified by some of the detailed touches to the 3D polygon players. For example, you can cause your player to wipe the sweat from his/her brow, get them to straighten the strings on their racket between points or prompt them to bounce the ball on a service as they psyche themselves up. Admittedly this doesn't effect the gameplay but it's quite pleasant all the same.

Ocean are hoping to have Break Point in the shops before Christmas so you can expect our review in next month's issue.

COURTING FAVOUR

As is a regular feature in tennis sims, Break Point comes with a choice of court surfaces. Naturally there's good ole English lawn tennis which makes for a smash factor game, and there's also hard and clay courts. Clay is the slowest but it rewards there's a greater chance of volleys, and hard court makes for a greater effect from spin on the ball. In addition to these three, there's also a concrete court used to a lovely white hotel on the beach.



Below: If a player wins a particularly long or intense rally they have a little celebration at the end of it.

(Below left) Two players do battle on the concrete court next to the hotel.

(Below right) Two sunbathed players do battle.



SILVER SERVICE

These days a super fast service pretty much guarantees you of winning, or at least making a respectable score. On a fine service in and the point is as good as won. With Break Point there's a similar emphasis on serve. Players choose between using the automatic serve which does everything for you, or a manual serve involving timing and judgement. With the former the speed of service is a fixed 10 mph and should only be used as a second service. But the manual serve (right) and the speed increases to well over 100mph, sometimes reaching about 120mph. Obviously this cuts down the amount of time your opponent has to respond and means you can start picking up the aces.



REACH OUT AND CRUSH SOMEONE

MARVEL
COMICS

EIDOS

THE INCREDIBLE
HULK
THE PARTHENON SAGA

• AVAILABLE FOR • PC CD-ROM • PLAYSTATION • SEGA SATURN •

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BLAST CHAMBER

Sports all have much harder names in the future. And they seem to be made up of real words too, unlike golf or cricket, which make no sense. The latest descriptive nomenclature belongs to the exploding-people-in-rooms game Blast Chamber. Let's rock!

BY	ECTEVISION
PRICE	£19.99
STYLE	FUTURE SPORTS
RELEASE	DECEMBER

PLAYING WITH YOUR FRIENDS

Get lots of friends? Got a multi-set? And four joypads? Well you must be just about the only person reading this who has. You spoilt get. But you bought your friends, too. Anyway, if you've got some friends and access to a multi-set and four pads, you'll be able to take advantage of Blast Chamber's four-player option. This pits all the players against each other. If there aren't four of you, you can always use the CPU to bump up the numbers or play with fewer participants. The possibilities are endless.



There is no sport anywhere on the planet right now that features a revolving room and electric pits of death

If anyone really does try playing this sport – even in the future – they'll break their necks



Ob, look at all those lads now running around. They look to be having a lot of fun, until one of them EXPLODES that is, showering his pals all over the show



Here are the (incredibly) four cutscenes, all shown in the FMV intro level.

The thing with future sports simulations is that they always rely on strange scientific principals that are yet to be explained. Perhaps that's why they're future sports, thinking about it, instead of current ones. Although that said, I did once see an arc-cyber-sport on the TV show *Another World* about this family who get zapped into the evil future, right, and at that was this sport played with long canes things on the end of your arms and the players swinging a ball about like it's tennis. And, right, it turns out that there really is a sport like that, and it's been going on for years on a Polynesian island or somewhere. So you never know.

I do know though, that there is no sport anywhere on the planet right now that features a revolving room and electric pits of death. And even if



that strange esoteric-like plane of multi-colored snakes is the place. We're about to blow up 'cause he's exploded a bomb.

there is, the central object to the game would be a ball, and not a glowing energy crystal. And even if there was and it was, power-ups wouldn't appear

which would reverse your opponent's controls. So I think I've safely covered myself there.

Blast Chamber is, as you may have guessed by now, a future sports title. The chamber of the title is a square room, into which four players and a glowing ball are thrown. Each player is assigned a colour, and each face of the room has a base of the corresponding hue. Oh yeah, and each player



One of the tougher multi-player levels, this one requires judicious use of spring-loaded platforms to knock-out your foes.

also has a time bomb strapped to them. The object of the game is to get the ball into the base. Post it into an opponent's home and their bomb timer goes off.



Up you, we
forget to tell
you about
the camera
angles and
stuff in Blast
Chamber. Use
the L and R
buttons to
rotate your
perspective
to see into
the corners,
if you want.



If a character is glowing like the blue guy above it means
they're carrying the power crystal. Bash it off them! Now!



If you'd like to witness the room rotation effect of Blast
Chamber simply spin this magazine through 180 degrees.

Blast, violence free. That's it's laser gun. It's just the indicator which shows who's having their time cut (or extended).

seconds. Post it into your own and your timer is replenished. The winner of the game is he (or she) who is blown up the lowest times. So you'd think whoever has their base on the ceiling is in luck. Which is when you'd be totally wrong, because each wall also has a green thing on the side which, when pushed, rotates the whole shebang 90 degrees in the corresponding direction. As if all that weren't enough to contend with some characters (there are loads, you see) have extra hazards, like electrodes, electric pits of death and spikes.

If all this sounds vaguelyously like human interaction for you, don't worry. There's also a solitary one player mode which pits you



This is the most basic Chamber. See color per side. No fancy tricks. Just man against man, like in the old days.

against semi-friendship-level layouts and time itself. This is more like a puzzle game than a sports title, so Blast Chamber is really two games in one. Two highly similar games, perhaps, but it's the concept that counts.

So you futbolistic parts fans, if there are any (this looks like being a game for you). Obviously it's not going to be a game for people who hate futbol/football type games, after all. Anyway, if you are interested in what Blast Chamber has to offer, make a special mental note to check out the review, probably in the next issue.

PLAYING WITH YOURSELF

Blast Chamber might have a good multiplayer line-up, but it rewards solitary play too. There are twenty different blast chambers in the two-player game for your squad to battle each other on. On the one-player game, on the other hand, features twice as many. They start out pretty easy, but by number ten things get considerably tougher. You have to use your brain a lot more than when you're trouncing other duds. If this sounds too much like hard work for your mind, there's also a solo league option too, to indulge your sporting fascias.



Each wall also has a green thing on the side which,
when pushed, rotates the whole shebang 90 degrees

letter

Hello, I'm NAO, and I
desire that you be my
friend, right this minute.



Intybitbinty, needers, and welcome to a special and and lonely edition of the SSM letter page. I'm all sad and lonely - you see, needers, and no-one wants to talk to me. Sometimes I think that no-one would notice if I didn't turn up at week for a week (I certainly would - Rick). But that's probably because I'm such a schizo already. Anyway, if I don't have some human contact soon, I might go mad like those blokes in solitary confinement you see in drama mini-series. Which is where you come in. Yes YOU - the SSM readership - are the only people who can save my sanity. Please write to me. You can reach me at 1 NEAR VIOLENT MAILBAG, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Please be my friends. From your pal, Ted.

PIGEON ENGLISH

DEAR SSM,

Being an unemployed Nottingham bloke I spend a lot of time wandering around the city centre (or playing overused games like MIGHTS). Anyway, one morning whilst returning from the job centre a pigeon swooped down right in front of me to pick up a morsel of food two homeless people were fighting over. It cut through the air with skill and panache like one of Jackey Wilson's darts. It was then that I realised that I had a future in the games industry! We've all seen hedgehogs, dolphins, worms and even turtles (remember anyone you saw Saturon owners?) so why not pigeons? The potential's amazing. From the womb to the tomb, from being bred till your dead you would spend you days fighting for scraps of food, dodging people and traffic on the busy city streets, taking a dump at unsuspecting passersby, and of course having lots of pigeon sex! (So that's a normal day in your life, then! - SSM) If PC owners can have games about cats and dogs why shouldn't Saturn owners have pigeons? Please pass on these details to Sega as I know this will be the next big thing. If on the other hand you think it's a load of crap print the letter anyway so the readers can have a laugh.

By Al the Kidders' Pal, Nottingham

The trouble with your reasoning there, Al, is that hedgehogs et al never appear in games in their natural habitats. For good reason. A pigeon's short and ugly life is even less interesting and noteworthy than that of a worm. And at least worms don't start flapping around your head when you're trying to walk along a pavement. It's a nice try, Al, and I'm sure now we've dented your efforts Pigeon Master will now make you a million pounds.

NOT ONE GIRL, EVER. HONEST

TO ALL THE LOVING PEOPLE OF SSM,

Did Listen to me 'cause I have just come up with another exclusive idea following the Console Babe of the Year and Dress Up Dual competitions (which you really filled I Have Never Seen a Girl in Love to and Still Haven't Seen a Girl in issue 1).

Characters in console games aren't just there to be in games. They want to be in a Console Matchmaking Competition of the Year. Personally, I think Ran out of Street Fighter and Sarah out of Virtua Fighter would be the perfect couple but you could get the whole of Britain (Ireland as well) to send in "My Kinda Couple". What do you think? I think it's the third best idea following the Babe of the Year and Dress Up Dual competitions.

See you old chums of SSM.

EE Penguin, Merland.

That's not bad, actually. If only there was some point to it.

AN OBSESSIVE MANIAC WRITER

DEAR SEGA SATURN MAGAZINE,

I've just seen an episode of the X-Files aired on September 26 entitled DPO and was pleased to see the use of Virtua Fighter 2 in their arcade scenes. Then I noticed a few strange differences. First of all Akira and Liu were

fighting, but when the bout ended, Sarah's line "Even good guys blow it" came out.

They also showed a shot of the VF fighting screen, but in the real arcade, they don't show the time at which the fight took place. Yet in this particular shot they did.

Finally the cabinet table on which the joystick and buttons are situated was a totally different colour and pattern.

Well I know I am completely mad in video games. Sorry - but I had to write

Zeholz Regg, South Haven, Michigan

Well, Zeholz, that'll be because the X-Files is actually fictional television. The time display was created simply as a plot convenience, and the wrong samples can be attributed to embellishing. If they'd really recorded the scene in a real arcade all you'd have been able to hear would be "Squishyshamblermum... aliens... vvvvvvvvvvvvv... conspiracy... alien... netherdimensionalshewaaaaa".

WHO NEEDS DRUGS?

DEAR SATURN MAG,

I LOVE YOU! As it was your first Saturn magazine what made me run out and buy you (the best book in my life) a SATURN and can now thank you for my squint eyes and the constantobble that runs down my chin. I AM ADDICTED. YIPPEE! I wanted to thank you and the HOLY SEGA FOR NIGHTS which I purchased on import EEE from HMV the day it came out. THANK YOU THANK YOU THANK YOU you are great. I think they called it NIGHTS as ever since I bought it I've stayed up all night playing NIGHTS till 6 am (I love Sega). Anyway, here is a message to everybody in the world -

BUY A SATURN and buy NIGHTS. Yes it is the best game in the world and by the best company in the world (top for a play of NIGHTS). Also the music is the best music in a game ever and is totally crazy and

wants your mind like you're floating in a dream (or tripping). Who needs drugs when you can have NIGHTS! I think that the A LIFE is XL and there is just one little question I need to ask. On my shiny new white pink 3D controller the cable unplugs from the controller in a rather real way. Do you know what this is for?

I LOVE YOU ALL.

Thanks,

Nicholas Holden, Clayton, Manchester

Well don't blame us.

COME ON SEGA! MAKE SOME MAGAZINES! NOT GAMES!!

DEAR SSM,

May I congratulate you on your excellent magazine, definitely the best read for Saturn owners. Which brings me nicely onto my reason for writing - magazines



Where the hell are they? The only specialised magazines are SSM and Mean Machines Sega, and how many PlayStation mags are there? Six! Seven? Eight maybe! Most of them having double CDs on the covers every month as well. What is going on? Is it that Sega are being tight with the thousands of pounds they get every month or is it just that they can't be bothered entertaining their loyal Saturn owners? Or maybe it's because everyone thinks there's no market for another Saturn mag? I just think, Sega would make even more money and probably gain more happy Saturn owners!

Wayne Gaffin, White Post, Bexleyheath, Surrey

Er... I think you're missing the point here. Sega can indeed be bothered entertaining their customers, which is why they make games. We, on the other hand, being magazine publishers and not Sega, make magazines. Sega doesn't. Not a one. Not even this one. So it's our fault. Sorry, but we're not likely to be bothered as it means we've got the market stitched up and we make all the money. Ha ha.

IF IT'S TOO POLYGONAL, YOU'RE TOO OLD

DEAR SSM,

After years of waiting around and trying to keep patient with Nintendo's release policies regarding the UK/European market I have just bought (albeit a bit late) a Sega Saturn with Virtua Fighter and Sega Rally (and I also bought Shining Wisdom) and I must say that I am awfully pleased with the machine. I really don't know why I didn't get the Saturn on its initial release. I have played on the N64 on a mate's machine and to be honest the Saturn is equally as good. I am looking forward to quite a few years of enjoyment from my Saturn as I did with the Megadrive. Number 1 was the first issue of your mag I read. I think that it is excellently presented and I am really looking forward to reading the next issue. Having played Landstalker on the Megadrive, which to me was one of the best games I have ever played I was wondering if you knew of any plans to do a follow-up to the game for the Saturn. I am an RPG/Adventure addict and I have been playing these games since I first played Knight Lore on the Spectrum. I also like the looks of Extreme and also Tomb Raider sounds very exciting indeed. My wife says that at 36 I am too old to be still playing video games but I get just as much a thrill as I did when I first started playing games nearly 20 years ago. Anyway, I hope you will be interested in a follow-up to Landstalker on the Saturn and I look forward to reading many more issues of your magazine. All the best to all concerned at SSM.

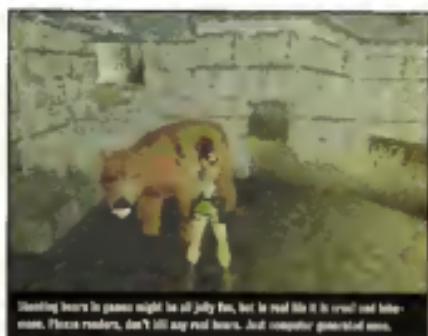
A Brooks, Sutton in Ashfield, Notts.

You'll be glad to hear about Dark Sector then, which is quite Landstalkerish. It'll be out in a couple of months, so look out for a showcase. And your wife is right. At 36 you are far too old to be playing games and should be concentrating on your garage.

ANYONE FOR NEXUS?

DEAR SSM,

Sequel? What is an acceptable suffix? It all gets too monotonous. Mortal Kombat, Street Fighter, Double Dragon, etc. all suffered the enigma status. Now that VCA, VTF, Virtua Fighter, Virtua Tennis... I wonder what next means (it's German for Rich!) as they seemingly follow the same format. What they should be doing is releasing titles like Sega Rally Nights (where you drive at night, funny enough) or Tokyo '98 – featuring Virtua Cop, or Nexus – featuring the VF crew! This, I think, would generate more interest by the presentation, packaging or storylines.



Shooting bears in games might be all jolly fun, but in real life it is cruel and unnecessary. Please readers, don't kill any real bears. Just computer generated ones.

[Many].

Hell, everyone knows there will be VC3, VTF4, Virtua '99 etc because the licenses are just too profitable. But it's getting MAD!... just MAD!! MAD I say!! [sighs... long... Ah, that's better! Phew!]

Gerry Jones, Holt Green, Shropshire

What on earth are you going on about?

NICE TRY, WEALTHY KID

DEAR SSM,

Have you ever thought about converting your mag to CD? I think this would be a great idea. Because readers would not be able to flick through the pages of your mag and think it's not so good this month and not buy it. All reviews, previews, features etc. you could put clips of games in action and in interviews with programmers just record them. Please consider this, I think it would be great reading SSM via Saturn. It's also ozone friendly, and it would take up less space in my room.

"Great mag, even better on CD!"

John McRae, Kirkcaldy, Fife.

Great idea! Then, thanks to the expenses of CD reproduction, we could charge a reasonable price for every issue and no-one could pitch it up off the shelves, see something good inside and buy it. And, thanks to the extra costs incurred filming the magazine like a TV show with all the interviews, we'd have to put the price up again. In short a winner, just so our readers could click their eyes on some spotty mathematician telling us about his new game. Brilliant.

TRY THE READERS CHARTS

DEAR SSM,

Hi! I'm writing to agree with Scott Wilshaw in issue 10 about how today's youth should be able to give their own opinions about computer games. However, I have a BETTER idea. Why not have a page where all the readers have the chance to write in and vote for their top three games of that month? Then you can add up all the votes and give a result for the most favoured games of that month.

Please consider it as it is a class A idea because I came up with it and don't give me a crappy little comment.

Boo or something like you did to Scott! I shall be forced to cry. Bear in mind – sarcasm is the lowest form of wit.

Yours sincerely,
Jamie Lovett, Halesowen, W. Midlands.

Yes, and that's the lowest form of retort. Anyway, you may not have noticed the thing at the front with the "Reader's Chart" heading above it. This is the space we allocated for our readers to send in a top ten of their favourite games. And if we print it they get a game. It's not dissimilar to your idea, but we don't have to waste three weeks adding up all the votes. Not a bad idea, Jamie, but a bit unoriginal.



Peacock Dragon's Dead – well, it's better than just a "Z" suffix, I suppose. It's German, you know.

WHAT YOU'VE BEEN WRITING ABOUT THIS MONTH

We want more driving games. How are last month's cover CD was. How hard to get hold of last month's cover CD was. Please, no more driving games! Dig up to the games instead.

Q&A

I'VE GOT THE NIGHT

Dear SSM Cool Guy,

I'm the owner of a Saturn with five games and I think I've got the right to ask you these questions.

1. Which is the best shooting game between Alien Trilogy, Doom and Doom II and Duke Nukem 3D?
2. I've read in a Super NES magazine that the N64 will be out at Christmas and you said Easter. Which is right?
3. My friends always say that it was a mistake to buy a Saturn instead of a PlayStation, because the PlayStation has got thousands more games. Do you agree?
4. Is there any chance of an upgrade from Sega Saturn to Saturn?
5. I've read an Italian magazine which says you can get the Internet for the Saturn. Is this true?

Please answer my questions now because they are piling me too much.

Patrice Cottin, London, Essex

5. A difficult one, however it will probably be Duke Nukem - the team doing it are pretty good. However, since that isn't out for ages GET DOCUMENTED now. You don't doubt the Master's word? Read your Super NES mag (well, NMS, all the others have been shot down) now and what they say. 3. Yes, the PlayStation has more games. But how many of them are actually worth buying? And how many of those are from the AM departments? Think about it. 4. No. 5. No. The Saturn Network won't be out until around Easter. No price yet.

INSIDE CHIN

Dear SSM,

Your mag is still and I have every issue of both Sega Mag and SSM to date.

1. I heard that Sega are bringing out a new big fat console to rival both PlayStation and Nintendo 64. Is this true and if so is it an add-on or a new machine?
2. When will the Saturn become available to buy in the UK? How much would it cost? My monthly bill is give the same services as a PC connection? Can you create your own net page?
3. Is the Saturn going to be upgraded to a real computer with keyboard, mouse and disk drives? It says so in the manual you get with the Saturn.



SEGA'S NEW GAME, VIRTUA FIGHTER, WILL HIT EXCELSIOR

If there's one thing we know about, it's games. Games on the Saturn. And in this section, MCed by the editor, Richard Leadbetter and Sega's big cheese, Mark Maslowicz, we demonstrate this not-inconsiderable knowledge to its fullest possible potential. So... get sending in those testing questions NOW! Write away to: ORACLE OF WISDOM Q&A, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Inventive questions guarantee more entertaining and enlightening responses. Crap enquiries ensure the wrath of The Master! You have been suitably warned!

4. Is a pinball game for the Saturn?

5. Any more CD/CD-R combo games planned? Maybe VF?

6. When will the following games be out in the UK: VF3, VGM Daytona CCS, Doom, NIGHTS into the Dreams Too!, Virtua Fighter, Virtua Fighter 2?

7. I have the money to buy three games over the next few months. Which should I get?

Paul Davies, Ireland

1. REVISIT THE PLAYSTATION?

Insistent child! Anyway, it's not true. At least not for a few years. a. The Sega Network is due around Easter. Details will be announced early in the New Year. b. You can use them with the Network, but it doesn't come with the Saturn's full PC type computer. 4. Not at the moment. 5. Maybe 6. An update. Late '99, November 19th, November 19th, December, it's out. Feb '00, Feb '00, November '00. Three out of Fighting Vipers, Worldwide Soccer '99, Virtua Cup II & Daytona CCS.

MAKE A SPIDER-MAN GAME!

Dear SSM,

I've never written to a magazine before as I didn't expect my letter to get printed. Please prove me wrong by answering these questions. Or I'll send you a pair of dirty pants.

1. As well as being a big Sega fan I'm also a huge Spider-Man fan. Are there any plans for a Spider-Man game of any description for release on the Saturn? If not could you use your influence and encourage someone to make one please?
2. I've had my Saturn for quite a while but have not yet removed the protective covering from the lithium battery. Is there any reason to do so?
3. If I deplete the battery and it runs out is it imperative to replace it or can the Saturn run without it?
4. Finally how do I get rid of the gears in my left wrist but having to give up their use?

Stacy-Ell, Bognor, Worcester

1. Aha! err. Personally I'll be up for a DualDisc Arcade style game with some 3D web-slinging in between the fights. The revised version would have to be very clever in order to successfully convey Spider-Man's superhuman strength, speed and reflexes. Wilson (I would have) Green Goblin (the dead one who isn't actually dead), Venom, Carnage, Refrigerator (the dead one who isn't actually dead), the old Doctor Octopus (even though he's dead), Sandman (before he grew up again), Mysterio, Juggernaut (sub-level) and Doctor Doom (last, boom). AND you should have three or more enemies held on-screem at once for Spider-Man to kick the crap out of simultaneously after the web-

slinging bit (this would be like Alien Soldier - loads of small fry to defeat easily before the big bosh). You could also choose between the multi-layer costume and the black one. And it would be brilliant. Oh yes. MARK THIS GAMES 1. You mean the vibro? Yes you should remove it to activate the internal memory and clock. If it's not the vibro then I have no idea what you are talking about. 2. The Saturn works fine without it, but the clock and internal memory won't work. 3. Either it blows up (and it does) through the endling. Or it finds out how they're getting in and kicks it up.

CHEERS BOYZ AND GIRLS

Dear All the Good People of SSM,

Could you answer some of my questions. Chesty boys and catty girls is the best be talking about you. Want to know?

1. Will there be a special footie pack with all the top football titles in for all the football maniacs out there?

2. Any idea for a VF3 release date in the arcades?

3. Will there be any Sega computer games released on Saturn like Avia or Dragon Ball 2?

4. What are the chances of VF Grammer and Gramdials? Sorry had to ask.

5. When will Fighting Vipers be out?

6. What's the chance of Energy Zero being?

3. Any chance of Virtua Cup 3?

Daniel Smith, Barnsley, Essex

1. Unlikely in the extreme. Get Sega Worldwide Soccer '99 for the best football game ever. 2. It's out. Well, it's in development anyway. 3. There have been in Japan. Who knows about Europe though. 4. Please! No more! You're killing us! 5. 2010 is not by the time you read this. 6. A 10 or all I would imagine. 7. Anything is possible as is life.

I DON'T KNOW ANY OF THE ANSWERS

Dear SSM,

Please answer my letter as I don't know any of the answers. Thanks.

1. When is Soviet Strike going to be released?

2. Do you think Sega Touring Car Championship will be released for the Saturn?

3. Why not release more demo CDs like the PlayStation ones?

4. Which is best, Doom, Rage, Black Ensemble?

5. Can you get black Virtua Cup game without painting them?

Michael Forde, Northern Ireland

1. February 1999, probably. 2. Probably next year sometime. 3. We'll do a few great ones rather than lots of crap ones. 4. Enhanced, by a long shot. 5. Yes, in Japan. Not over here.

HARD CORE

4x4

**OFF ROADING-
IT'S A DIRTY GAME
BUT YOU'VE GOT TO PLAY IT!**



IT'S DIRTY AND DANGEROUS...

...OPPONENTS DON'T CARE
HOW THEY FORCE YOU OFF...

...THE ADRENALIN PUMPS AS
YOU BATTLE AGAINST SIX OF THE
DIRTIEST OFF-ROAD TERRAINS...

...THE SOUNDTRACK THUMPS
AS YOU SWEAT AND SLIDE
THROUGH IMPOSSIBLE TURNS
AND AXLE-BUSTING DROPS...

...ONLY EXTREME SKILL AND
CONCENTRATION CAN KEEP
YOU IN THE GAME NOW...

...BECAUSE YOU'RE HAVING
THE TOUGHEST, DIRTIEST
EXPERIENCE OF YOUR LIFE.



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DETERIOR COP 2



Crime War In Virtua City!

AM2 don't just make games, they make whole genres. Point in fact – gun games. If you want to use that old name for them. Today, when a new shooting game appears, it's referred to as Virtua Cop-like. Such was the influence of that seminal AM2 blaster. Well, here's another Virtua Cop-like game. Perhaps the only one deserved of that title – the awesome sequel!

Virtua Cop 2. When AM2 decided to revisit the shooting game territory they'd revolutionised with Virtua Cop, they made a simple decision. Virtua Cop had succeeded because it was a simple, addictive game with a shockingly impressive graphical shell. The sequel needed exactly the same winning formula – the same simple, addictive gameplay in an even more shockingly impressive graphical shell! That's what they made, and Virtua Cop 2 has been a massively popular arcade pull-over since. And now the time has come for that arcade success to be translated onto Saturn.



Me, how we've missed cleaning the streets of Virtua City of striking points!



Once more, Raz and Smokey grab their trusty assault rifles and send some in Valhalla!

FUN-SIZE COP GAME!

The first Virtua Cop didn't just translate onto the Saturn well, it translated perfectly! In fact, Saturn Virtua Cop is quite possibly the best arcade-to-console conversion ever! No mean feat when you consider the task undertaken.

Virtua Cop took the basic shooting gallery concept – previously no more complex than a 2D backdrop with targets popping up – and brought it to full 3D environments.

Instantly the experience was transformed, as the camera span around at 360 degrees, zooming toward distant enemies, panning up to face snipers. And these enemies weren't just dusty sprites that received hits. They were full 3D houseoids with multiple hit zones. Shoot 'em in the legs, the chest, the head. Hell, you could even blow the weapon out of their hand!

TIME TO UNPACK THAT SHOOTER!

Naturally, Virtua Cop 2 uses the Virtua Gun. So if you haven't got one, you'd better consider heading down to your local Virtua Gun Shack and purchasing yourself a pistol IMMEDIATELY! In fact, we recommend you get one packed in with the first Virtua Cop, son, no right-minded Saturn owner should be without it!

Strikingly, the game is configured to work with the MOHTA analogue pad. But while this is an improvement over control pad, it still isn't that great. Get the gun, fool!



Get or go? You know the right choice!



As before, the gun can be configured to your big-eye vision.



Once calibrated, it's time to let those streets!

AM2'S SECRET WEAPON!

The total experience required one more crucial factor – the precision-tuned Virtua Gun. Perfectly allowing deadly coloured splatters onto the screen, it made the game feel ultimately convincing and totally thrilling!

This is what AM2 had to convert to Saturn. And they did, every last bit. The graphics, the explosive sound, the gun, its accuracy issued to work perfectly on a home television. If anything, the game can run faster and featured some improvements – extra interactive scenes, original options. It is one of the most phenomenal home game experiences in existence!

And so to Virtua Cop 2. Could AM2 repeat that conversion success again? After all, what makes the sequel so much more impressive than the first game? We don't need to answer that, just look at the pictures on the following pages, because everything that makes the one-up co-op mad brawling, has made it into the Saturn version. Yep, AM2 have done it again! Diet's back boy!

BEGINNER FILE 1: BIG CHASE!

Even the original Virtua Cop may remember how the plot centred around the dastardly EVL Corporation, whose headquarters and base were destroyed by Virtua Cop's Biggs and Sevety at the end of the game. Well, it seems the criminal organisation were not as wiped out as was previously thought. Regrouping under a mysterious new leader, EVL have surfaced again. This time with the intention of taking over Virtua City through street-level warfare!



FILE 1: BIG CHASE!

SCENE 1: THE HEIST!

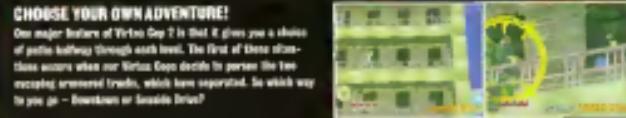
The first report of trouble comes from the World Jewelry Marie jewellery store. Officers Biggs and Sevety race to the scene to their Notes upgrade, driven by new partner, officer Jane Marshall. With the store alarm ringing loudly, EVL soon burst out from cover, shooting from fire escape window points. Inside the store, bandits can be seen dragging shop employees around at gunpoint. But the bulletproof glass prevents you doing anything more than having bandits gathered on its surface.



SCENE 2: THE STREETS OF VIRTUA CITY!

With the store secured, Biggs and Sevety pull the way they came, only to see a Virtua Gaffer truck suspiciously leaving the area. Suspicion because it's swerving around a corner at top speeds, with armed bandits hanging out of every window. Time for Jane Marshall to earn her stripes, as she takes off in hot pursuit, with you free to take pictures of the action. The streets are incredibly impressive as they rush by, but you don't get long to admire them as EVL cars join the pursuit. Along for the gun-toting scene inside is one Biggs. But her still, go for the tyres and you can send the cars exploding off the road!

A quick call to Virtua City PD has mustered a road block, while the EVL escapees decide to plough into following the explosive crash, the fugitives emerge from the flames. You hardly have time to plonk them off before two unarmored cars run out of nowhere, offloading more bandits. Aside from these shenanigans, there's also a whole apartment building hijacked by the gangsters. This area is very much like that Grassy Grab 'n' Crash-with-the-hummers game, as hooligans keep appearing at windows, nonchalantly pushing an innocent bystander ("You lot, I'm over here! Don't shoot") into view. Look out for an extra life from the ring in the bottom-right window. There's a rifle in the big big tent!



CHOOSE YOUR OWN ADVENTURE!

One major feature of Virtua Cop 2 is that it gives you a choice of paths through each level. The first of these alternatives occurs when our Virtua Cops decide to pursue the two escaping armoured trucks, which have separated. So which way do you go - downtown or seaside drive?



DOWNTOWN:

Once you've chosen the urban route, racing after the truck, your journey leads into a forest where speedy cars join the action (provided you're not shooting). Jane's doing all the work. Just keep shooting, leaving the truck, you suddenly have to face them. First they race past, before one races back to toward you! They're easy to shoot, though tougher in the evasiveness of all drives that bound toward you. Blow them away before they connect! Finally, a last convoy of cars zoom into view. Be careful though, some of them are infectious disease!



You know why SEGA's key-note look so great? Well it's because Brian Keenan is the best designer and he got all the official renders and everything straight from Japan. Just like this one of Biggs, Smartie and Jane.



SEASIDE DRIVE:

Heading off to the right, the road immediately runs alongside a train with an infidelity (open-shielded) passenger stop. Coupled with the truck you're chasing, and an accompanying chopper (also featuring armed weapons!) things couldn't get much hairier. Unless you were joined by a massive juggernaut, which opens at the last to reveal loads of EVL cartridges. Also, take note of the pair-wearing referee that keeps tabs over your losses. You can't take him, he's Major-who's your keeper!



Whichever path you take, the chase winds up at an abandoned warehouse district. Here you're faced by EVL worms crawling out of the woodwork everywhere. There's no automatic available here, and a machine gun. You need them too, not to mention to accidentally pop some caps into the numerous flailing hysteric and hostages of the scene. Exploding oil drums also make an appearance. Bear in mind though, that setting one off removes you of potential points from body counts!



BDSS1

"HA HA HA! WHERE ARE YOU

LOOKIN'? I'M OVER HERE!"

Appearing at a high balcony, this shuffling psychopath hauls up his big maul with some big intentions. First: taunting rockets at you, before alternating his attack by throwing oil drums and crates. Don't let your guard down when he's close to death though, 'cos that's when he picks off to put the Virtua Coffin van to work at your feet! That's what too much caffeine does!



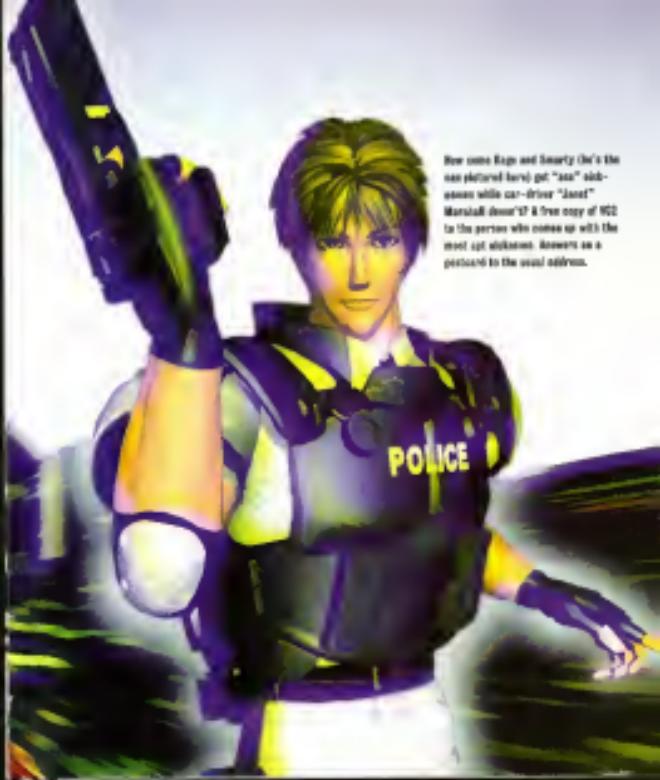
MEDIUM FILE 2: SAVE THE MAYOR!

Having secured the street war situation, Rage and Smitty discover it was all just a ruse to keep the Virtua City police occupied while the real crime was initiated — nothing less than the assassination of the Mayor! Not a moment to lose, as they race to the decks where his confidential maize liner is about to depart — with unwanted guests!



SCENE 1: PIER 10

Arriving at the docks, it's quite clear things are not as they should be. Unless gun-happy assassins are used, employees of the Virtua City Grains Company, with the mayor's fantastically impressive eraser filling the background, the gun exchange begins again. The pace is now increased when the previously-assassinated chapter arrives, silencing road troopers like the pros. Detracted by a legion of hoods, our cops fail to stop the soldiers entering the main building.



Passing through the sliding doors of the main complex, things heat up as troopers pop out from behind every corner. Blowing all the pieces off the walls should keep you around if the non-destroying virtue maladjust doesn't provide enough challenge. From there, it's up the stairs to face anti-warrior gunggers. Drop plant monsters on their heads. And blow up a computer to yield a handy magazine.



The check-in dock before boarding the ship, provides the final obstacle at the end of this scene. It also provides the largest destroyable item so for uncontrolled in the game result, you didn't totally destroy the vessel. The large glass destruction board crashes down with shattering satisfaction when hit. Excellent stuff!



SCENE 2: ENTER THE CRUISE LINER

Stepping across the gangway into the cruiser, you enter the lobby, filled with litto rating ENI agents of darkness. Well, we ain't talkin' no more of their budget! After clearing the lobby, you head up some impressively wide stairs to the landing, where more streaks shoot from a ruined balcony. A rather nice glass coffee table gets caught in the ensuing gunfire!



Next stop – the dining room. Aside from the now-common infestation of ENI trash items, there's a fair amount of scenery to shoot at here. Blowing up champagne bottles, beer bottles and flower vases is extremely satisfying. Better still, there's a whole drama deck, complete with symbols which clash when shot. You might want to take out some of the stage lights too.

**CHOICE TIME: ONE DECK OR THE BRIDGE?****ONE DECK**

After clearing the exterior of more trash, you get in load into the bus. Unfortunately you can't drink the Virtua Beer here as the job, but you can still blow away all the bottles you can. Which happens to be quite a lot. This isn't as fun as it seems, as they tend to get in the way of the lot heads of the parts you're here to strip up. Anyways, the action moves on to the kitchen – winner of The Most Things To Shoot At award. Pans, cans and bottles fill the area. So do shots, but you should avoid them. Best of all though, are the steaks. Not only do they explode with an extremely satisfying thud, but the explosion and movement of the steaks is superb!

The next area is unassimilable for the pixel art portraits of Sarah Bryant. Which you can blow off the wall incidentally. After getting an automatic off as interlocking puzzle, you take a lift to the pool deck. Here you face an onslaught of gangsters and sailors who should themselves with... skeletons. Although pleasant to shoot (they didn't shoot these chairs back at you), the chairs look like they're aiming for the vises.

**BRIDGE**

If you take the right path, you have to plough through the bedrooms of the cruise liner. Either a number of skeletons wearing well-type hats look into these rooms as they run along their paths, or they're ENI agents. If they're the former, it's too late once the friendly Virtua Cops have dispatched them. There's a weird moment when the crew spaces around to face a sudden attack from behind, before the action heads up to the engine room. Here, they burst through vents in the floor and ceiling.

The final Jason heads up to the bridge itself. A trinity area, as crew and passengers double around. Destroying the equipment is obligatory – especially because you can spin the steering wheel around – but it's also perverted, because there's a shotgun hidden in a monitor.

**Boss 2: "BAH, BAH, BAH... BAH!"**

Depending on which route you take, you either face these rocket-pushing bair on the bridge or on the deck. Whatever your location though, their attack pattern is the same. There are two of them nonetheless, each firing missiles. It's tritely stuff, because their attacks are widespread. They all share the same energy bar though, and pulling each one off uses both and to their guns.



EXPERT FILE 3: RAILLINE SHOOTOUT!

With the Evil Corporation's foul assassination plot thwarted, the felons flee, hoping to escape by subway train, but not if Raga and Smarty have anything to do with it, as they take the chase to the station. And that's where the third and final stage of the Virtua City gangwar begins...



SCENE 1: PER STREET SUBWAY STATION

The expert difficulty setting of this stage is justified by the fact that the action begins instantly. Standing at the entrance of the subway, you're immediately surrounded by enemies—parasiting stage 3 at the bottom of the stairs. These subversives have to be defeated before you can even move into the station. Once in, things heat up even more as while trespassers dash out from behind walls and pillars, our Virtua Cop head toward the New Favela train. You can tell that from the signs, if you haven't blown them from the ceiling already. Getting through station footprints is arduous normally, but with trained killers shooting away as you search for your mouthy assailant, it's downright ridiculous. Finally, a French Connection-style shootout unfolds on the platform, before you board the train.



"Well don't stand" screams the passengers, disembarking as you board, warning your virtua shooter shoot. With the train moving, things really go mad, as only SHINE troopers appear in deadly streams from every corner of the train. Managing to evade all the more difficult by the weaving movement of the carriages, Asuka finds occasionally problems though, as the things also attempt to beat you by dashing about before one of them takes a shot. From here, the action moves onto the roof of the train, aside from the stage footprints, you even have to face that cheaper again, as it climbs the train. As the train moves back toward a tunnel, the sharper it is off, and the action returns to the interior. Watch out for a final hostage situation, before the train pulls into the station.

Like her Raga, premier gun-shooter of Virtua City. Obviously he's shooting along in roller skates or something, judging by the speed at which the background is flying by.



SCENE 2: THIS IS SATURN STREET!

Step out onto the platform, you're immediately assaulted by more stages, one of which releases a machine-gun. Also look out for the giant WF Starch billboard (well, you can't really miss it) as you head to the exit corridor. Again, waves of stage await at the bottom of the stairs. Cut them down and you get your path cleared for this level.

ARCADE LINE OR SATURN WAY?

What makes this choice so cool, is that it doesn't exist in the arcade version. Stage 5 of the run-up had no separate path at all, but AM2 have expanded the game for the Saturn. For now though, we aren't going to reveal what the new path holds, so, onto the Arcade Line...



**ARCADE LINE**

Heading further into the underground station, you have to confront more enemies before boarding another train. This ride is even easier though, as you're pursued by EVL troopers piloting another train and trying to run you. Since the train stop is the board and the troopers keep out onto the rails, it's almost to get to you. Feed them off and you will the train, taking out some of its remaining EVL passengers before heading down an escape tunnel.

**SCENE 3: THE FINAL CONFLICT!**

The escaped midshipman tunnel doesn't lead very far before you drop through an air vent into a much better EV corridor. Clearly there's some foul deeds about here. A judgment reflected by the number of thugs who drop into the corridor. Once the tunnel is secured, you burst into a large control room. And it's not unoccupied, in fact it's overstuffed – with more anti-gravelling springlegs. While mapping up the dirtbags, look out for a machine-gun hidden in red alert light by the exit.



camera pans incredibly fast across it, as the Virtua Gigs view the situation. This is where some of the most frantic shooting and running takes place, as you have to shoot at enemies at the far ends of the tunnel. Particularly stunning, is a scene when two industrial lifts move across the constantly raised ceiling. Tilted out the handles to these is made easier by the fact that they're also transporting exploding oil drums. Only one thing could follow this mine ranger stage – the lead.



The exit leads to the most impressive room in the whole game – a massive hangar complete with a Deposita complex. This is the biggest 3D construction we've ever seen in a game, and the



A final of action as the Virtua Gigs face one of the final missions of the test level

THE SCORE MULTIPLIER!

Fans of the original Virtua Cop know it isn't a game that just requires you to wade through to the end in as many credits as it takes. True experts only play in Ranking Mode (one credit, standard difficulty) to see how far and how well they can perform. Most important to this performance, is the uniquely brilliant Score Multiplier system. More on that in a moment. However, first let's talk about Virtua Cop 2's multiplier system, which varies greatly from that of its predecessor.

THE VIRTUA COP 2 SYSTEM: THE THREE POINT SHOT!

In V-Cop 2, it's not enough to just kill a baddie. Nope, to get full marks from the Virtua PD Gun Academy, you have to plough into each baddie with the maximum number of shots – three. Kill each thug with a trio of hits and it's recognised with a 'Three point score' indicator. Any less and you just get a normal reward, unless of course you perform a Justice Shot (killing them with one shot).

Mastering continuous Three Point Shots is harder than you'd think, because with poor basic sic shooter you can only pull off two such attacks (totally accurate) before needing to reload. In a multiple enemy situation (in other words, most of the time), this can prove lethal.



The Virtua Cop 2 targeting system is color coded. Green and yellow are warnings.



But when they're shooting, blue means the hostile situation has ended.



There. Three hits in a row. A Three Point Shot is registered!

RANKING MODE

Of course, such different multiplier systems affect the scores greatly. So Virtua Cop 2 also features a Ranking Mode for each play style. Essential since this expert play mode rates all areas of your performance, from this option is custom-made to suit your shooting style. AMVs just think of everything.



Better you foul! Watch out!



But, You're dead. Yet another, time to visit The Bees. And the rest of you punks, you drag this sorry assaulter's ass back to Big Jon. And tell me from me, No-one messes with Fifty Bury!

VIRTUA COP SYSTEM: THE BAR MULTIPLIER

The original Virtua Cop's multiplier system differed greatly from that of its sequel. So much so, that the new system may not appear to fans of the original. Of course, the genious AMVs have considered this possibility and included a Virtua Cop option in V-Cop 2. Play the game using this setting and the scoring works identically to that of the first game.

By continuously hitting baddies, you gradually fill up a bar at the top-right of the screen. Once this fills, your score is multiplied x3, and the bar resets. By continually filling it, you can increase your multiplier to x9, racking up huge scores. However, get hit or shoot an bystander and your multiplier is lowered. Notably, this makes the game a multi-biting attempt to avoid ANY mistakes. Here at Saturn Mag we consider this scoring system to be far more exciting than the Three Point system.



Watch Cop mode is identical to the old targeting system.



It works identically to the V-Cop 2 target, but looks simpler.



The multiplier bar can be seen at the top, it's currently only at x3.



The lovely Jane Marshall, the cool softie, used to drive the equation in the classic expression And she hasn't got a stupid nickname either... cool!

Lobotomised!

One of the best games available is Lobotomy Software's *Exhumed* - a 3D action game so awesome, it's difficult to believe! But how did they do it? Lobotomy's **BRIAN McNEELEY** and **EZRA DREISBACH** answered questions from Richard Leadbitter.

SEGM Lobotomy seems pretty new to the industry - when did you set up your operation and released your first game?

BRIAN McNEELEY Paul Lunge myself and two other friends quit our jobs at Namco of America about four years ago to start Lobotomy. We moved out of Paul's apartment for a few months before finding some local office space. With the help of Kevin Chung and Paul Krutzen we started working on a SNES demo a boxing game similar to *Punch Out!* Although the game was never picked up by a publisher it helped us get our feet in the door. After a couple of years of demos, CES shows and Toy Fairs we finally started working on an Egyptian first person PC game that was originally called *Ram*, known now as *Exhumed* in Europe. The development of this game eventually led to our contract with BMG for the Saturn and PlayStation versions of *Exhumed*. *Exhumed* for the Saturn is our first original published title on the market.

SEGM When did development begin on *Exhumed*?

BRIAN We started the project in May 1995.

SEGM What was the first part of the game you developed?

BRIAN As work began on the 3D engine our art and design team began putting the framework of the game together on paper. We devoted a few weeks to this until we were happy with all of our concepts. At the same time David Lawson began modifying and adding new features to BREW, our world editing tool. Paul Schreiber created a tool called *Peripheros* that we used to set up all of the art rotations in the game and Jeff Blaser developed an editor for object placement and ambient lighting. When all of these elements were ready we started putting it all together to make a game.

SEGM Why did you decide to develop a first person shooter?

BRIAN We had a lot of ideas for that genre that we thought would be refreshing for gamers and when we realized that Saturn gamers were in need of a great first person adventure game we jumped at the chance to develop them with one.

SEGM Are you fans of the genre? If so, what kind of hero did the



A trio of action shots from *Exhumed* - Lobotomy's first foray into the world of Saturn software.



Exhumed logo. They're referenced on these pages.

arrival of Quake on PC put in your schedule?

SEGM Quake has been a viral assault here for a long time, so have Tekken, Tekken 2, Warcraft, Command & Conquer, and many other great titles. We even brought the original stand-up Asteroids back from the dead. We couldn't stay away from it, like a bunch of 10 year old kids competing for high scores until the machine broke. Now it sits in the base menu next to Space Invaders and *Robotron*. Some of which are working any more, still sporting the title that seemed suitable at the time. *Hummerhounds*. Lately we've been playing *Death Tank*, a multi-player Saturn game like *Quake* together in its spare time. We play it every day religiously.

SEGM The 3D engine used in *Exhumed* is by far the best on Saturn. Is it true that the engine is a variation on the Duke Nukem 3D "Ball4" system? If so, what modifications did you have to make when using the system on Saturn?

EZRA DREISBACH No. The *Exhumed* engine isn't a port. The whole thing was designed for the Saturn.

SEGM Speed seems to be the biggest problem your competitors have in producing this style of 3D game. Who your engine constantly improved during development, or did you have these issues fixed right from the beginning?

EZRA Engine speed was the thing I was most concerned about, so I worked at the start of the project to make it as fast as I could get it. The game was running about full speed three months into the project. Some final tweaking got me about 15%.

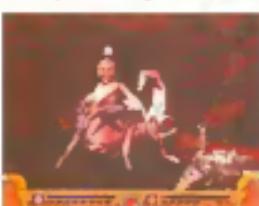
SEGM *Exhumed*'s system allows for full 3D environments - scores above scores and so on - something *DOOM* lacked. How difficult was that to program? Would *Exhumed* have been even faster if you'd stuck to a *DOOM*-style engine?

EZRA The motion code was kind of tricky. In the rest of the engine some parts were harder and some parts easier than writing a *DOOM* engine. A full 3D engine is a better match for the hardware on the Saturn than a 2D engine like *DOOM*. I don't think you could make a *DOOM*-style engine that runs as fast as *Exhumed* on the Saturn.

SEGM There's a lot of fancy special effects in *Exhumed* - the light swinging in particular stands out. How were these achieved?

EZRA I put the dynamic lights in after seeing *Quake* on the PlayStation. Each of the wall polygons is being drawn with a shaded raycast for the static torch light. As each vertex is transformed the lighting combination

Exhumed has some pretty fast moves, not least of which is this enormous bors. The Egyptian theme continues until the end of the game when it becomes obvious that aliens are involved!



tion from the dynamic lights is added in. The algorithm is the fastest thing I could think of that would still look ok.

BBM Is the Saturn well-suited to the first person perspective 3D games, or was in-depth programming expertise required to get the best out of the system?

ED The Saturn is less well-suited to that sort of game than the PlayStation. There are limitations on the Saturn's rendering that make the most widely used approaches to scene rendering problematic to do. The Enhanced engine uses different algorithms that work around these problems.

BBM How did you get the most out of the Saturn's complex dual-CPU and video chip arrangement?

ED I didn't get much use out of the VDP. It's driving the parallax sky and the weapons. The main benefit of this is that it frees up VDP RAM for other stuff. I would much rather have had the VDP's RAM attached to the VDP. I am using both CPUs. One CPU just draws what the other does everything else is pretty happy with the way that turned out. The engine runs almost twice as fast in complicated areas using both CPUs.

BBM Which aspect of Enhanced are you most proud of now that the game has been released?

ED I'm just happy to have a shipping product.

BBM Looking back, is there anything you would have wanted to improve?

ED I would have liked to work more on the monitor AI.

BBM What's next for the Enhanced system? Do you plan to use the same technology in a different game?

ED A sequel is being considered, but nothing is set in stone at this point.

BBM What are your plans for producing a new 3D system? Do you believe that Enhanced's graphics and speed can be bettered?

ED The engine could probably be made about 20% faster just with general tightening and more assembly. Also one of my co-workers came up with a way to do more realistic dynamic lighting.

BBM In every way Enhanced can be described as a Doom 'knock-off'. However, you have not included the multi-player action that Doom was famous for. What was the thinking behind that?

BBM We never intended to support multi-player in either of the console versions. Instead, we decided to focus 100% on the single player experience. The PC version of Enhanced supports multi-player though and is a blast to play.

BBM Now a link-up cable is available (at least in Japan) and with the arrival of the Netlink, do you intend to include DeathMatch style action in your next game?

ED We would love to.



If you haven't bought Enhanced yet, you're mad. GET IT NOW!

BBM Do you think there's a danger that people are trying to copy what increasingly more powerful PCs are achieving, as opposed to what the consoles are good at?

ED If there is a danger of that it's being encouraged by companies that really know how to benefit from the consoles. Titles like NIGHTS and Crash Bandicoot seem to be taking advantage of what consoles do best, and the Nintendo 64 is going a new road for console systems as we speak.

BBM Companies such as id Software and 3D Realms are specializing in producing first person perspective 3D shooting games only. Is id Software going to follow a similar path or are you seeking to explore different genres?

ED We have a few concepts in the works that fall into other genres than first person.

BBM What can you tell us about your next project?

ED We're still snapping up the European version of Enhanced for the PlayStation and the American and Japanese versions of Enhanced for the Saturn. PlayStation, Windows 95 and PC CD-ROM. When these are finished, we'll begin to focus 100% on our new project.

BBM What kind of schedule do you have - when will this new game be complete?

ED We plan to have something new available for the 1999 holiday season.

BBM Finally, do you have any message to US gameplayers? (except from "buy our game")

ED We put a lot of effort into the development of Enhanced, and we hope everyone enjoys playing it as much as we enjoyed making it.

BBM Programming for the Saturn is widely acknowledged as being harder than on PlayStation. As a successful Saturn developer, would you agree with this view?

ED For 3D games I would say that this is true.

BBM A lot of developers seem to concentrate on producing the PlayStation version of a game first, followed by the Saturn version. id Software have taken the opposite approach with Enhanced. Why was this?

ED We wanted to beat other non-Saturn titles to the market.

BBM Is this way of doing things going to be continued in future id Software games?

ED I'm not sure.

BBM As experts in the field, just how difficult do you think converting Duke Nukem 3D or Quake to the Saturn would be? What would be the main problems in translating these titles?

ED The main problem with porting these games is that currently they work on engines that are not ideal for the Saturn. The temptation when doing the port is to try to modify the existing engine to run on the Saturn. The result will probably not run as fast as it does

on the



Enhanced is really amazing. The graphics are just awesome - hence these pics.

NIGHTS

Sega have an incredible surprise lined up for Saturn owners this Christmas - an exclusive, incredible version of *NIGHTS*. And it's FREE! It's also a fine game in its own right - as RICHARD LEADBETTER reveals right here.

What's the best way to keep the last few days of the year from being a bit of a let-down? If you haven't bought it yet, then my answer is simple: buy *NIGHTS*. Making the best use of the game's 3D potential, *NIGHTS* is sure to be a joy to play.

Developed by the same team behind the original *NIGHTS* (which, incidentally, got a 90% average rating in the *Sega Showcase* review), *CHRISTMAS NIGHTS* is the sequel to the original *NIGHTS* (which, incidentally, got a 90% average rating in the *Sega Showcase* review). It's a 3D action game featuring the same characters and graphics as the original, but with a few new twists.

Firstly, there's the addition of a new character, the Christmas Elf. He's a friendly, jolly fellow who can be controlled by the player, and he can be used to help out in various ways. For example, he can help to clear out obstacles, or he can be used to collect special items.

Secondly, there's the addition of a new level, the Christmas Forest. This is a special level that's designed to be played with the Christmas Elf. It features a variety of new obstacles and challenges, and it's a great level for the player to practice their skills. And finally, there's the addition of a new game mode, the Short Version. This mode is designed to be played in a shorter amount of time, and it's a great way to get a taste of the game without having to play the full version.

Overall, *CHRISTMAS NIGHTS* is a great game that's sure to be a hit with fans of the original.

CHRISTMAS



The Christmas Card style intro shows Davis and Elliot setting off in their speed to find a Christmas Star.

WINTER NIGHTS

The first level of the game, featuring a snowy landscape with various obstacles and enemies. The player must navigate through the level, avoiding obstacles and defeating enemies to progress.



CHRISTMAS NIGHTS

The second level of the game, featuring a snowy landscape with various obstacles and enemies. The player must navigate through the level, avoiding obstacles and defeating enemies to progress.



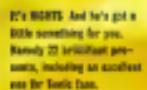
NIGHTS: SHORT VERSION

The final level of the game, featuring a snowy landscape with various obstacles and enemies. The player must navigate through the level, avoiding obstacles and defeating enemies to progress.

NIGHTS!

I HAVE FELT YOUR PRESENTS

THIS version of *MEGHTS* has tons of secret stuff contained within. Every time you complete the four rounds and defeat Gilbering (the bwoy), you enter a *Patience* style game. Take over two cards and attempt to match up the symbols. Every pair you get gives you a lovely present, which is accessed from the opening screen. Supposedly there are 16 gifts in all, although there are 16 slots!



HOW TO GET CHRISTMAS NIGHTS

卷之三

It is a well-known fact that the *Leucosia* species are not easily sexed, and that the males are often not even distinguishable from the females. The only reliable characters are the presence of a well-defined, well-vascularized, and well-defined testis in the male, and the presence of a well-defined, well-vascularized, and well-defined oviduct in the female. The testis is a large, well-defined, well-vascularized, and well-defined organ, and the oviduct is a large, well-defined, well-vascularized, and well-defined organ.

第二章 中国平安的内部控制

19. *Leucosia* (Leucosia) *leucosia* (L.) *leucosia* (L.) *leucosia* (L.)



LINK ATTACK

THE BIBLE
SOCIETY

BUNDLES OF JOY



Hooray! It's nearly Christmas – that time of year when big corporations bow to the consumer spending power inherent in the season and offer the world to flog you their goods. In Saturn terms this means rucks of 3-4-Piece Saturn bundles. These are hardware offers featuring various amounts of discounted games as part of a package deal.

Sega Worldwide Soccer '97 is the perfect bundle game! Unfortunately, most pads lack the extra pad required for two-player action!

Sega Right, so some stores will still be flogging the console for about seven hundred million quid, but others will do you a Saturn game, extra joystick, Baywatch star of your choice (including David Hasselhoff) and free money for about ten pence! Well, perhaps that's exaggerating slightly, but there's still a whole wealth of cut-price goodies on the street for the discerning buyer. Although other pads are sad chomping models of chomping panoptic tooties, being the full-on good eggs we are we thought we'd help you negotiate your way through this wallet-slapping quagmire without you having to wear out the soles of your shoes searching for the top bargain.

You see, there's more to bargain hunting than price. Send your dad out for a value pack and he'll probably return with a Saturn, Blazing Dragons, Cyber Speedway and Virtua Hydride from Kochsoft up the road. As the following guide shows, it's a Saturn-purchasing jungle out there.

Sega Own bundle is showing its little face in shops up and down the nation. It's the usual Saturn-plus-one pad starter pack, with a copy of Worldwide Soccer thrown in. Not the most generous of purchases, maybe, but a pretty solid multi-player title for Christmas day. So don't forget to buy another pad on top of the bundle.

HOW MUCH? £29.99
WHAT'S IN IT? Worldwide Soccer

HOW GOOD IS IT? Not bad at all. As anyone who played the demo on issue #12 will attest. Not the most exciting choice, perhaps, but good at the same.

AVAILABILITY Excellent – it's in just about every shop in the whole wide world!

VALUE Well – compared to the original £40 stand alone Saturn it's pretty good. But there are better offers around.

Sega Worldwide Soccer '97 is the perfect bundle game! Unfortunately, most pads lack the extra pad required for two-player action!



HIV HMV are offering a slight variation on the Worldwide Soccer pack. Well, actually it's a massive variation. Alien Trilogy, the one player Doom clone this year game, and they'll knock a tenner off Sega's BFB into the bargain.

HOW MUCH? £29.99
WHAT'S IN IT? Alien Trilogy

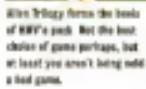
HOW GOOD IS IT? Good – but it's only one-player so don't expect to get much mileage from it on the big day. If there's anything good on tally.

AVAILABILITY Not bad – there are plenty of HMV around.

VALUE If you're just looking for a basic machine and want to build up your own games collection this is a pretty good shot (or if you want Alien Trilogy, thinking about it). Also, effectively you're getting Alien Trilogy for free, which is a pretty decent bargain in its own right. Overall not too bad at all.

HIV HMV are offering a slight variation on the Worldwide Soccer pack. Well, actually it's a massive variation. Alien Trilogy, the one player Doom clone this year game, and they'll knock a tenner off Sega's BFB into the bargain.

Alien Trilogy forms the basis of HIV's pack. Not the best choice of game perhaps, but at least you aren't being sold a bad game.



DIXON'S/CURRY'S

Heck, Dixons/Curry's just don't know when to stop. Instead of just launching one bundle into the Christmas fray they've put together five! All of these bundles are available at any branch of Dixons or Curry's (which may be about 250 nationwide), so they're easy to get hold of. The chain has also taken the novel step of including £50 worth of software discount vouchers with every machine and are offering a six-month internet free option on selected Saturn pads (subject to contract). So the terms are many enough, if that's your main consideration. The only common denominator between bundles though, is Sega Rally, included in all the sets. Let's take a small gander around the Dixons/Curry's gallery.

DIXON'S/CURRY'S BUNDLE ONE

HOW MUCH? £29.99

WHAT'S IN IT? Sega Rally, Loaded

HOW GOOD IS IT? Both are classic games, although Loaded might not last much longer than the festive season. Still, you can always swap it.

AVAILABILITY As with all the Dixons/Curry's packs, excellent. There are rucks of these stores all over the land.

VALUE Better than the Worldwide Soccer number – but you could do better than Loaded.



Sega Rally forms the basis of many packages this year

DIXON'S/CURRY'S BUNDLE TWO

HOW MUCH? £29.99

WHAT'S IN IT? Sega Rally, Virtua Fighter 2, Wipeout, Arcade Racer steering wheel

HOW GOOD IS IT? The games are good, but you've really got to want the Arcade Racer to fork out for it.

AVAILABILITY Excellent

VALUE Good if it comes to a push – Rally and VR are classics, however it isn't the cheapest bundle on the market.



VR – arguably the best Saturn game ever and it's the basis of many bundles.

DIXON'S/CURRY'S BUNDLE THREE

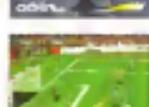
HOW MUCH? £29.99

WHAT'S IN IT? Sega Rally, Virtua Fighter 2, Wipeout, Arcade Racer steering wheel

HOW GOOD IS IT? The games are good, but you've really got to want the Arcade Racer to fork out for it.

AVAILABILITY Excellent

VALUE You're better off getting loads of games before you start on the peripherals, to be honest. The Arcade Racer is fun but it's not essential.



Dixons/Curry's are king of the bundles this festive season, with five different offers!

DIXON'S/CURRY'S BUNDLE FOUR

HOW MUCH? £29.99

WHAT'S IN IT? Sega Rally, Alien Trilogy, Olympic Soccer, Arcade Racer extra joystick

HOW GOOD IS IT? The extra joystick is a good idea, and the games are all of reasonable quality (although none achieve classic status bar Rally).

AVAILABILITY Excellent

VALUE Not so brilliant. You could easily pick up these titles second hand for twenty quid each and the Arcade Racer is only for racing fanatics. Also, Rally is the only "West Hawk" title in the bundle.



Review: Thunderhawk 2 – is the Boxes £37.99 pack;



BOXES' COMBINE BUNDLE PVS

HOW MUCH? £39.95

WHAT'S IN IT? Sega Rally, Virtua Fighter 2, Alien Trilogy, Worldwide Soccer, Thunderhawk 2, Loaded, Arcade Racer steering wheel, extra joystick

HOW GOOD IS IT? All the games are good. Rally and VFA are brilliant.

AVAILABILITY

VALUE It's a good idea, but you're basically paying six quid for four non-essential games and a cackly steering wheel. Looks like more of a booby-prize than it is.



HOW GOOD IS IT? Three top titles. Wipeout's the shakiest of the lot, but it's still smart. You may need to upgrade your Virtua Fighter, though.

AVAILABILITY Toys R Us promise plenty of stock, but their stores are fairly far between. The only real fly in the ointment:

VALUE As far as price goes Toys R Us are unbeaten. The package of games is a good 'un too although you should invest your savings in something more relevant (such as Fighting Vipers) for best results.



VS2 again. You DON'T get this with Toys R Us. You get the first game instead. In terms of value, TRU rules though.



COMET

Named after an unsuccessful and dangerous aeroplane, Comet have managed to cobble together a fairly reasonable selection of games. Be warned, the Daytona they're offering is the original version (although that's not really a bad thing). The quality of games just wins out over Toys R Us (see elsewhere), but you're looking at an extra fifty quid for the privilege.

HOW MUCH? £49.99

WHAT'S IN IT? Daytona USA (original), Virtua Fighter 2, Sega Rally

HOW GOOD IS IT? All three are corking titles, although Daytona is showing its age, especially in contrast to the way superior Rally.

AVAILABILITY

Fairly good – there's a Comet in or near most towns.

VALUE Two of the best games ever plus Daytona (which graphics aside it plays BILLIAMITY). All for just £49.99 over the basic Saturn price. In a word: excellent.



Sega Rally and Daytona USA team up with Virtua Fighter 2 for Comet's pretty darn cool £49.99 Saturn pack.



ELECTRONICS BOUTIQUE

They might have a tragic name like something from the late Sixties, but Electronics Boutique know their Saturns. The basic package of Virtua Fighter 2, Sega Rally and a second pad is pretty good going for an extra twenty quid. However, they are having trouble getting hold of enough Fighters. In this case you'll be asked to choose from Digital Pinball, Hi-Octane or any of their second-hand ("pre-owned") titles.

HOW MUCH? £49.99

WHAT'S IN IT? Virtua Fighter 2 (easyb), Sega Rally, another joystick.

HOW GOOD IS IT? With VFA it's a smart enough selection. If you're local doesn't it have it for a pre-arranged copy of NIGHTS or something to avoid disappointment. Don't pick Digital Pinball.

AVAILABILITY In theory, CSE, but shop around for the complete pack.

VALUE Better than the Worldwide Soccer package, although it's an extra twenty pounds. But you do get your money's worth.



It's pack is similar to Comet's, but they can't guarantee VFA and we'd rather have Daytona than another pack to be honest.



TOYS R US

Undoubtedly the king of the bundles, and sure to sell out fast – so get your orders in right now. Toys R Us aren't just waving the lowest price around like some kind of rapist victory flag. They are also offering THREE games – all of them good 'uns – for the dough. Maybe not as great if you hate racing games and you'll need to buy a second pad to enjoy VFA, but this is easily the best of the packs on offer. Well done you curly-haired chaps, you.

HOW MUCH? £39.99

WHAT'S IN IT? Sega Rally, Wipeout, Virtua Fighter 2

BUT I'VE ALREADY GOT A SATURN!

Calm down, you whinging jeeves. If you're not bothered about a new Saturn bundle, here's the top ten games we think you should try to wrangle into your Christmas stocking...

Wipeout

The most exhilarating title on the Saturn so far – a brilliant, highly innovative family game which will keep you going for ages.

Fighting Knights

The funniest beat 'em up on the Saturn so far – a brilliant, highly innovative family game which will keep you going for ages.

Virtua Fighter 2

A fun, fast fighting game can be fun, and Street Fighter Alpha 2 certainly is. That's what Simon Mayo would say about it, and I'm not going to argue. It's ace.

Sega Rally

The source of more calls to our office than if we'd mounted a live band, greatest on the cover of our last issue. A parallel PRO tour de force.

Hi-Octane

Top pop, watch them all drop.



Look out for your free copy of Christmas NIGHTS – see page 58 for full details.

Massive bundles of "puzzles" and "slings" with your light gun, fun for all the family!

Tomb Raider

One of the biggest, most challenging and best designed games we've seen it. It looks smart too. Every home should have a Tomb Raider.

Daytona USA

Say what you like about its relative merits vis a vis the original, Daytona USA is smart and well worth your attention.

Worldsoccer '92

Depth of play is the key here, and Worldwide Soccer is deeper than a big crevace at the bottom of the ocean.

Exodus

The best DOOM-style game the Saturn has seen. In fact it's better than DOOM.

Night Warriors

We might have reviewed it soon ago, but it's only just come out. A stunning, spanking, net-shredding mockery of a pacific trayracer game. Marvel!





Dixons

Currys

CLAIM YOUR FREE CONSOLE CARRIER WHEN YOU BUY THE
MOST OUTRAGEOUS SATURN PACK* FROM **Dixons** OR **Currys**!

Sierra and Garrys have approached us - **SEGA SATURN MAGAZINE** - to present this great value offer. As you can see from the "Bundles of Joy" feature this month, both chains are offering the Most Outrageous Software Pack around! - a veritable festival of Saturn hardware and software (pictured above), all for a the sum of £379.95, saving a huge £111!

Well, with this fine issue of **SEGA SATURN MAGAZINE**, the value festival becomes even more intense, because by using one of the fine

vouchers on these pages (pass the others on to your mates if you want), you can claim an extra freebie - the ultra-cool Sega Saturn System Bag, worth \$19.99 when bought from Bioware or Game!

This portable Saturn receptacle is a record bag style affair - soft, padded and hyper-durable (with shoulder strap and carry handle), it has been described by some as "the ultimate holdall for your Saturn, games and accessories". So by all accounts, it's pretty big too.

So... get down to your local Dixons or Garrys SuperStores now!

GET YOUR **FREE**
CONSOLE CARRIER
WHEN YOU BUY THE
MOST OUTRAGEOUS
SATURN PACK™ FROM

Beamer will sell 35-37.5M bags next year
and he sees no barriers. He wants to add
a couple of mills to the U.S. fleet.

GET YOUR **FREE**
CONSOLE CARRIER
WHEN YOU BUY THE
MOST OUTRAGEOUS
SATURN PACK* FROM

www.dennisuk.com

GET YOUR **FREE**
CONSOLE CARRIER
WHEN YOU BUY THE
MOST OUTRAGEOUS
SATURN PACK* FROM

www.currys.com/offer. Only one voucher
can be used per purchase. This cannot be used
in conjunction with any other offer.

**GET YOUR
CONSOLE CHARGER
WHEN YOU BUY THE
MOST OUTRAGEOUS
SATURN PACK™ FROM**

maior colo com 2012, 16. Univasul
vai levar novos critérios. Oito cidades
do interior da região terão de pagar

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CONSOLE CARRIER
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SATURN PACK* FROM

Excludes OR carry

DAYTONA RALLY

It's about 15 months since Daytona USA was released on Sega Saturn. And despite the brilliant gameplay, there has been much uncontrollable wailing and gnashing of teeth. Surely the Saturn is capable of better? Well, combine Daytona USA with Sega Rally and 32X Virtua Racing Deluxe and you have... Daytona Championship Circuit Edition. Words and pictures by RICHARD LEADBETTER.

I started longing to be fast, Sega Rally showed the world just how good the original Daytona was. And here it is. It was visually re-invented to fit arcade games and played identically. So, getting the CD version is their own version of Daytona should have resulted in a conversion just as dope as it.

Well, maybe except it wasn't.

You can read the full review later on, but suffice to say that the CD version has decided to go their own way and have deviated from the graphics of the original arcade game in many different ways. There's the original of VR Deluxe on the 32X.

In theory this is a bit of a blunder — because as far as we're willing to write about, not just re-inventing what was wrong when we did the original Daytona USA, showcases many more errors in the original SEGA MAGAZINE.

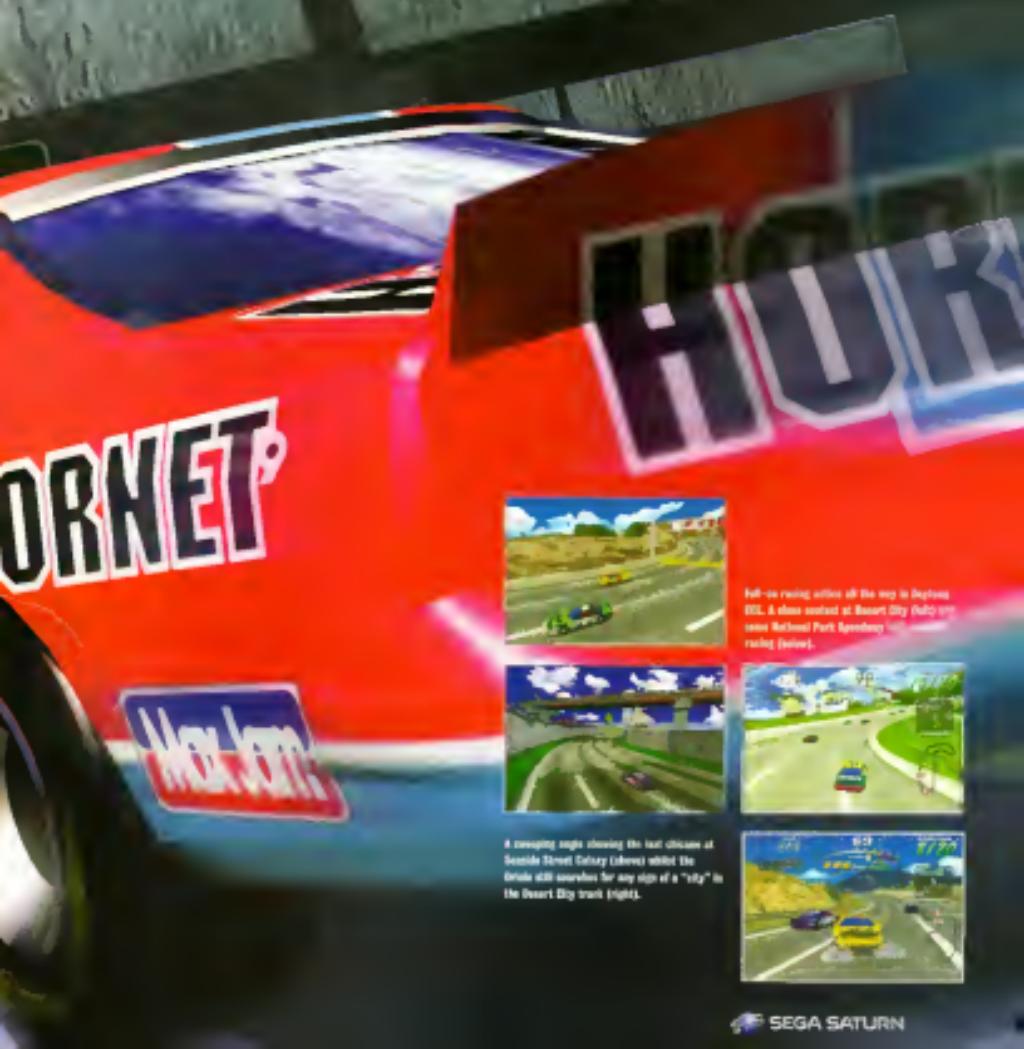
In fact, just about the only aspects of the original Daytona that do remain similar in the new game are the old courses. Everything else is different. The cars are all-new, there are some nicely-crafted tracks to get to grips with and the range of options and what-not is very, very similar indeed to what the CD version achieves with Sega Rally. It's got a Ghost Mode, split-screen two-player mode and everything. Heck, even the handling of the cars — the way the thing drives — is completely different to what happened before (similar to VR Deluxe).

And now, stay with us as we take the game still further in the now-established In-depth Showdown.

Daytona CCE is



DELUXE



Full-on racing action all the way in *Desert Racer*. A classic contest at Desert City (top) and a new National Park Speedway (bottom) racing (below).



A sweeping angle showing the test circuit at Seaside Street Galaxy (above) whilst the Oracle still searches for any sign of a "city" in the Desert City track (right).





SHOWCASE

LET'S SEE THAT ONCE MORE

Daytona USA was renowned for its replay department, and when you did complete a course, the merging panoramic views were spoilt by some notorious clipping and slowdowns. Daytona CCI sets that all its rights with a full replay available should you complete the course in the top five. That's on Normal racing mode. Should you opt for the Grand Prix or Endurance races, there's just too much data for the Saturn to remember. So you don't get one, still, to

without fail indeed witnessed your previous moments of triumph from a variety of camera angles, the replay mode is well worth investigating, you!



19



HORNET

Jack P. '99



The anti-clip Seaside Street Rally (above).



HOW DO THE TRACKS LOOK?

777 SPEEDWAY

The simplest of the original tracks in Daytona USA, this was the track with the least amount of clipping - apart from the Seaside Wall. It's loads, loads better in Daytona CCI.



After the Seaside Wall, the Draft Machine is the centerpiece of the 777 Speedway. The new Daytona (right) benefits from more polygons making up the track walls and many more surrounding trees.



Supposedly the main entrance to the track, this is never actually used or even seen in the race proper (unless you spin off really, really, the empty black hole of the original Daytona 8-gone). It's a real throwback.



The most memorable section of the 777 Speedway is the Seaside Wall. In the original Daytona it was a pop-up nightmare. The new version is loads better and there are many more trees (which hide some clipping) and better textures.

DIOSAUR CANYON

One of Daytona's more ambitious tracks, the Dinosaur Canyon in the original version had huge amounts of detail, but had some notorious clipping.



The canyon surroundings on the original Dinosaur Canyon were very short-sighted and popped up most unconvincingly (left). It's a completely different story in Daytona CCI, as you can see (right).



Moving into the tunnel of the track, the original version put the whole car in shadow even when you went past the windows. This has been rectified in Daytona CCI, plus the lighting is more accurate.



The big landmark of this track is the enormous fossilised dinosaur. A lot of detail has been spared in CCI (the tail's completely gone) but the clipping is better. Some evidence of compression here, but overall the new track's far better.

SEASIDE STREET RALLY

The original Daytona really wheezed when it came to rendering this track at speed. Clipping was also a major problem. How have CCI's coders worked around these problems?



This section right after the bridge slowed down greatly in the original Daytona (left), and CCI's programmers have been forced to reduce the detail on the intricate backgrounds (right). You don't really notice.



This section remains pretty much as it was in the original. The overall clipping effect is better, and the overhanging rockwork is pretty impressive - just as it was in the Dinosaur Canyon.



This was the most horrific clipping nightmare in the original Daytona and there was plenty of speed loss. A total rendering fest was necessary. A lot of detail is lost (where are the shrubs in the rockwork?) and the fence is gone. But it's very fast.

A TALE OF THREE CONTROLLERS

Being a driving game and being converted from an arcade machine controlled primarily with a steering wheel, Daytona USA is ripe for some compatibility with the myriad controllers available for the Saturn. So, how does the game play with each of these wonders? You're about to find out.

1. JOYPAD

Everyone's got one of the ordinary joypads and on the original Daytona, it was brilliant - the superior to the Arcade Racer On Daytona CCE, it is initially very bouncy, the car not being held as stable as in the original. Seven heavy slowdowns on the anchors is required to power-drift, and this is the key to success. I completed it with the joystick fairly easily.

2. ARCADE RADER

The steering wheel sold when Daytona USA first appeared on the Saturn. I've never been a fan of the Arcade Rader and my feelings haven't changed with the arrival of Daytona CCE. It's just too big and chunky with no feedback. Better at powerdriving than the joystick (surprisingly), but I'd still prefer a normal pad or the NIGHTS controller.

3. NIGHTS ANALOGUE CONTROLLER

Great choice of controls - the shoulder buttons underneath the pad control the accelerator and brakes. You can even use the digital pad for the options. The analogue response is brilliant and power-sliding is very good. Definitely the preferred controller for Daytona CCE, although response is extremely precise. Sometimes you think it's a zotter-state you're controlling, not a stock car. I would say that playing Daytona CCE is a lot, lot better with the NIGHTS pad. Buy one. Now. And if you haven't got NIGHTS, buy that too.



The new tracks in Daytona don't really look much like old ones. The style is completely different. In our learned opinion, the Daytona Park (above) has probably got more in common with the title of this series in *Wipeout TT* (opposite).



... and the tunnel lighting is excellent.



DAYTONA: BEFORE AND AFTER

Daytona USA has received a much-needed facelift in order to keep the speed up and reduce the awful clipping of the original. For the most part, the redesign looks far superior in terms of look, but for a more complete comparison look at the examples on the left of this spread.

PAL TRANSLATION

Not much effect went into Daytona USA's original PAL translation. Even the NTSC version had blotters and these were super-exaggerated when converted to PAL. Daytona CCE is a lot better. Not only is it a lot smoother, but it's full-screen too. Probably the best PAL translation EVER, alongside Virtua Fighter 2 of course. Look at the pictures above for a comparison.

Remember Daytona looks really cool now...

VR VIEWS

From the days of Virtua Racing, 3D driving games have benefited from a choice of viewpoints. That's the beauty of 3D, see? You can view the action from any perspective! Daytona CCX has four views, just like the original, although the CS Team have tweaked the perspective slightly. They don't look quite as dynamic, although in terms of viewing what's actually going on, they're significantly better.

VIEW ONE



The "bumper" view. The perspective is from the very front of the car, looking slightly upwards. You get a very dramatic sense of speed with this view.

VIEW THREE



This typical chain car perspective pretty much sums up view three. This is the default perspective the game gives you. Not bad at all.

VIEW TWO



The interior "cockpit" view. You get to see the bonnet of the car in front of you (plus any little damage). Not much different from view one, particularly.

VIEW FOUR



A kind of helicopter view, behind and above the player's car. It's not that far behind, with its big overall coverage making this view the best.



A sleek aerodynamic...



Some cool aerodynamics...



...and even a sort of aerodust.



TWO CAN PLAY AT THIS GAME

Another big minus with the original Daytona was the fact that brilliant gameplay aside, it was something of a solitary experience. There was no split-screen or link-up mode whatsoever, meaning that any competition had to be along the lines of fast lap times or whatever. It's all change in Daytona CCX with a fully style split-screen mode and a more easily realized Time Attack feature. Although the graphics suffer in two-player mode, it's still good fun, and options such as a headstart for one player and a slower car boost increase the competitive element still further. Lovely



A close-up on the side, improved 2001 Speedster (above), with dramatic sheer courtesy of the planet's gravity-installed PopArt mode. The player has chosen to use the Phoenix car – definitely the four-wheeled equivalent of the Robert De Niro, it's brilliant.

...ACCELERATION...TOP SPEED...

...ACCELERATION...TOP SPEED...

...ACCELERATION...TOP SPEED...



This car is supposed to represent the original arcade car from the game. The Hornet is best described as average. It's just about every regard, although its top speed is disappoointing at times. To be honest, there isn't really much call for this car in the tracks we offer.



Just like the Hornet, this car's stats don't compare with the cars from the original Daytona, although it's far less responsive when it comes to power-sliding. Virtually identical to the Hornet, it suffers from the same problem – not being good enough at anything, really.



Despite the name, the Max is positively the best car for just about the entire game. Acceleration is more important than top speed, with the Max positively having up all over position on every track bar Daytona Daytona, in many ways, the game would be better without this "sheep" car.





Although its looks are nothing like the original Bugmobiles cars, the Oriole is probably the closest you'll get to terms of handling. Its loose grip makes for some exciting power-sliding, with acceleration and top speed making for a most comfortable show of performance. A great choice for Bugmobile Canyon.



Although it doesn't seem to have the Magic as one of the average performers, it's actually a pretty impressive vehicle. Great at corners, and holding its own in terms of speed, its only problem becomes apparent when you start the race or take a corner badly - its acceleration is dull.



Oh power, the combination of maximum power in terms of top speed and acceleration makes the Phoenix look like a most interesting vehicle. In actual fact, its grip is so bad you speed most of the time trying to avoid wheelies. A complete dogs' dinner of a car. Absolutely awful.



SECRETS OUT

The original Chillingo bugmobiles had a limited amount of time to complete each level. You could glide around the levels for as long as you wanted to, but if you ran out of time, you would have to start the race again. In this new game, however, you have a set amount of time - in this case, 10 minutes. You can't just sit pretty though - in addition to the regular objectives, there are also a Maxi-Mission objectives, where they want to see the bugs race as fast as you can over a set distance.



(bottom left) choose the Wolf, when the Max Trax has the same acceleration, top speed and better grip! However, see yes. Good question. A stock red car, the Wolf is probably going to be good enough to win you a few races, but its similarity to the Max is very close. And quite frankly, it's not as good.



The Balance is a great example of silly acceleration in so important in Daytona USA. Its overall statistics are impressive, but its lack of acceleration severely limits its performance on every track but the TT1 (speedway). In fact, why bother with any car when the Max is positively destroy the GPU opposition?



The full crew still hasn't developed proper fuel - a trait left over from the original Saturn translation of Daytona USA.



Taking control of the Balance car (similar only in name to the original Daytona cars, the proper acceleration into the third (tricky) section of Seaside Street Galaxy. You should be pleased to discover that the horrifically tight corner just ahead is actually a lot easier to take in Daytona USA, especially if you choose the race-unadjusted Max car.



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HMV GAME



BEATTIES



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SEGA SATURN Review Index

When the Review Index announced last month that it was leaving SEGA SATURN MAGAZINE to become a newcomer in Las Vegas, we were naturally quite surprised. Since issue #1, Rev as we fondly call it, has done valiant service in pointing out what reviews are where. But times change, and as the sound of 'Come Fly With Me' and 'April in Paris' echoed about the office, we sensed fresh ambitions emanating from the previously humble page. So this, I'm afraid, is the last you'll see of it. Unless of course you want to catch it at the Holiday Inn tapping the bill with Tom Jones.

As Review-Renny boy:

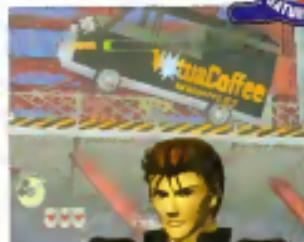
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VIRTUA COP 2

AM2 have established themselves as the most greatest of Sega Saturn coders with an established quality of videogame second to none! However, as the coin-ops increase in sophistication, can the Saturn keep up? In a word: YES!

BY	SEGA/AM2
POLICE	TBA
STYLE	KILLING
RELEASE	NOVEMBER



The sheer numbers against you in Virtua Cop 2 is far more pronounced than in the first game - especially on later stages.

Gamers can be divided into two camps - there are those who love Virtua Cop as a nice-looking but extremely shallow videogame with no replayability, and then there are those who have actually played it. And played it and played it and played it. You see, Cop is one of the best games you can get for the Saturn and presents a huge challenge thanks to some exceptional replayability-inducing game variations. Right up until now, the original Cop was still being played in the EMAF offices.

Now the same rush of wonderment and

enjoyment is sweeping through the office again. You see, Virtua Cop 2 has just turned up and it's even better than the first game. In fact, it's a whole lot better!

The most important thing to say about Virtua Cop 2 must be the sheer scale of the game. Just about half way through every level you're given a choice - you can select one of two routes through the latter half of the stage. So basically every stage is at least one-and-a-half times as large as Cop 1. And you can't see everything the game has to offer by just using one credit. There's also a lot more variety in these stages -



You can select **one of two routes** through the latter half of each stage -
Basically, every stage is **one and a half times** bigger than Cop 1

This isn't
Rage from
Virtua Cop, and
indeed Virtua
Cop 2, he's joined
with his partner
Snoopy from the
first game as
well as Jason
Werschell. Sno
drives the car in
the classic
suspense



A close-range assault is easily taken out.



The Justice Shot from WE1 is back - shoot the gun from your hand!



The stage select screen - much like Virtua Cop in that you can select the route to whatever order you want.



You're looking down on the entire floor from a helipad on this level! All the mobsters can be blasted off the desks as the angels pop up from below them.



CREDITS 4 PRESS START



There's two hostages to save from M in Cop 2 (above right).

the environments are far more impressive with a lot more going on than in the first game. The addition of futuristic car chases and some awesome set-piece action scenes doesn't hurt either.

It must have been a real effort to convert *Virtua Cop 2*. The arcade original is fast, far more detailed than its predecessor (which the Saturn emulated almost perfectly) and twice as smooth. The AM2 conversion units have kept the frame rate at the same level as the original *Virtua Cop*, but the amount of detail lavished on the backgrounds is far, far more pronounced. It's lacking some of the original's detail, but in Saturn terms, it's a visual feast far in advance of what was achieved with the original *Virtua Cop*.

These new backgrounds, as well as being prettier are also far more interactive. Destruction items should be happy with the advances AM2 have made by making just about everything you'd want shootable. Signs collapse, watermelons explode, monitors can be blisted. And as for the carnage in the bar (complete with loads of bottles to blast)... it's incredible!

In fact, just about the only thing I wasn't quite so impressed with was the music, which although well above average, isn't up to the classic tunes created for the original *Cop*. Still, this has been made for (just about) with an excellent range of new sound effects adding to the impact of the experience still further. The phrase "AM2 have performed miracles" is perhaps getting a bit worn out by now, but the simple fact is that they have. We couldn't really hope for a more impressive conversion of *Virtua Cop 2*. All of the things that made the first *Cop* so instalatable - the additional modes



There's plenty more varieties in the pigs attacking you.



The assassin attack from all directions!

HERE'S THE DEAL

So you've got *Virtua Cop 1* in your collection but you haven't really played too much of the sequel. What are the main improvements then?

Well, don't expect too much in the way of improvements to the finely honed gameplay. The same blasting action is pretty much as evident. There's just so much more to experience this time in terms of things to see, there's a lot more (thanks to the choice of route through the levels) as well as more variety in the bad guys (the range of opponents was a bit limited in *Cop 1*).

The audio-visual overload reaches new levels on the car chase sequences. The graphics are brilliant - taking out a villain's car by shooting his tyres and watching him crash is a spectacular experience.



The train level from Cop 2 is a graphical marvel - and it's rock hard as well!



The amount of detail is far more pronounced...
In Saturn terms, it's a visual feast far in advance of Cop 1

and what have you - see back, and even then they're better than they were before. The range of secrets to uncover is very, very cool as well. All this plus a new sub level as well in the arcade version - there was no choice of route through the final stage. Well, there is now - and it's a Saturn exclusive! My advice is simple: sample yet more AM2 genius and get your ass down to the software shop and buy this amazing game right now.

Another classic AM2 release, defying the so-called "limitations" of the Saturn. *Virtua Cop 2* is absolutely stunning and simply **MUST** be bought. Now.

graphics	95
sound	90
playability	95
lastability	94

overall

95%

RICH

DAYTONA CHAMPIONSHIP C

Daytona USA? Great gameplay, shame about the graphics. And the sound. But lo! Here comes the Rally conversion team intent on releasing a better conversion! Have they succeeded? Well, yes. And no.

BY	SEGA'S CS TEAM
PRICE	£49.99
STYLE	RALLYING
RELEASE	NOVEMBER



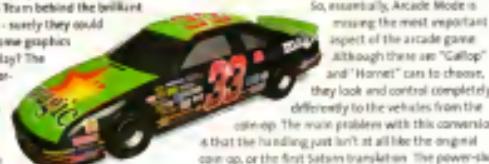
The pit crew haven't really changed much since their debut outing in the original Daytona...



Everyone can see that the original Daytona USA was a bit of a missed opportunity. Yes, the all-important game play was brilliant, but the graphics (most notably the polygon pop-up, or "clipping") were abysmal. Enter the CS Team behind the brilliant Sega Rally conversion - surely they could reintroduce the awesome graphics and reta in the gameplay? The answer is yes to the former, no to the latter.

The graphics are awful, reach improved over the original. The letter box display has all but disappeared and the smoothness of the game is much superior. In fact, I would venture to say that along with Virtua Fighter 2, this is the best NTSC translation I have ever seen, virtually indistinguishable from the NTSC original in terms of look and speed.

Also worthy of praise is the attention taken in remastering the original courses. On everything except one section of the expert track, the backgrounds boast greater resolution and better colour. The textures, although still not a patch on the hi-res glory of the



The less difficult course on the National Park Speedway proves to be the undoing of this particular driver...

arcade, look much, much better. Also, the clipping is much improved. Not in Sega Rally's league, mind you, but a huge improvement.

The thing is, the CS Team have completely done away with the cars that were in the original Daytona.

So, essentially, Arcade Mode is missing the most important aspect of the arcade game - although there are "Gallop" and "Hornet" cars to choose, they look and control completely differently to the vehicles from the

clipping. The main problem with this conversion is that the handling just isn't at all like the original car op, or the first Saturn translation. The power-sliding system is totally different. And not as good, unless you have the NIGHTS analogue controller.

And what of the new enhancements? Well, the new cars and the new control system takes some getting used to and whilst not in Daytona's league of genius, it's still damn good. Like the cars, the new tracks just aren't Daytona. Think Sega Rally with better music and more imagination and you have some idea of what's on offer. They're excellent fun, if a little featureless compared to the timeless originals.

The two player mode is a welcome addition, but

By taking away the original cars with their particular handling, this new conversion doesn't play much like Daytona any more

Joeting for position on the winding straight of one of the new courses - National Park Speedway

POP-UP PALPITATIONS

To the average spectator, the original Daytona USA looked like a right dog's dinner. The graphics, although fairly faithful to the original car op, were marred by its polygonal pop-up. Daytona would just suddenly appear out of nowhere on-screen, severely testing your willpower of disbelief. Well, solving that particular problem was the biggest problem facing the CS conversion team. The extra detail on the tracks means that the pop-up isn't as good as Sega Rally's (and still very noticeable at times), but it's still a huge improvement.



The other new track, Desert City (above). A pain for the first racer to leave the city in this month





CIRCUIT EDITION

Track



Everything from the original Daytona USA has been redone.



Mass TT meets Japan's Suzuki F1 track here.



Two-player mode is a closing afterthought, although the two new tracks work pretty well.

AMOK

Featuring some stunning landscapes and incredible special effects, you can't argue with the stylish visuals Amok presents. The question is, after years in development, does this Scavenger release cut the mustard in the gameplay department?

UP	SCAVENGER/LEMON
PRICE	TBA
STYLE	SHOOTING
RELEASE	DECEMBER

RECOMMENDED
BY
90
SEGA SATURN MAGAZINE

CONTROL-A-THON

Amok benefits from having a pretty excellent control system. In fact, just about the only thing missing is compatibility with the MIGHTS analogic controller. Still, what coders Lemon have done is produce a system of control similar to Doom and Quake. Left and right rotate the Amok craft with up and down producing forward and backward motion. You can sideslip left and right with the shoulder buttons (very good on the MIGHTS pad) - excellent for dodging enemy fire, particularly when used in conjunction with the use button. A great tactic is to utilize the strafe and turn buttons simultaneously, to circle your opponent, hitting home whilst avoiding enemy fire.



Previous games that have used 'Vehicle technology' to create 3D landscapes have suffered from producing very sunny looking environments. Not so Amok. You get underwater stages, a cityscape and even underwater alien life. Plenty of variety in the graphics as well as the missions on offer.

Scavenger have a reputation of making games that look, or feel, completely unlike anything seen before.

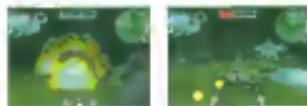
Case in point: *Mega Drive Red Zone* - a game which was supremely underrated when it came out. The same could be said of this new game from the same stable of coders.

Amok is a distinctive looking 3D blasting game that looks totally unlike anything you've ever seen. Rather than rely on texture mapped polygons to create the landscape, developers Lemon have sought a different route. Using the Saturn's VDP1 video



processing chip, they've created a very realistic (albeit slightly bloated) landscaping routine, rather like a low resolution version of those fractal landscapes that were all the rage years ago. The effect is rather splendid. The move away from polygons means that there's absolutely no clipping in any tangible form and the smoothness isn't an issue. This game runs in fact as smooth as Virtua Cop or Sega Rally Extra. Details to the landscape are added in the form of scalloped sprites (that is, they get bigger as you get closer to them) - something that the Saturn doesn't exactly have any difficulty in producing. Adding to the distinctness of the craft, look are some stunning special effects, most notably the lens flare from the sun as you turn. The explosions too are rather special. Very large and very rewarding.

The move away from polygons means that there's no clipping in any tangible form and smoothness isn't an issue



One of the later levels takes you back underwater. Various missions include pursuing (and indeed destroying) an enemy ship.



The difficulty level is packed with enemies. Things get pretty tough from here on in.



The first level of Amok is set underwater, but it's a cakewalk compared to the terrors that await on the later sea-level.

TWO-PLAYER CAPABILITIES

Amok is pretty well sorted in the multiplayer department, with what must be one of the best split-screen modes to date. No ugly clipping and the minimum of slowdown make this something of a visual feast. Blasts off to the messenger boys here as not only is this part of the game visually sound, the gameplay variations are cool too! Reminiscent of Doom - and that's no bad thing.

3. COOPERATIVE

The default two-player system, this is very similar indeed to the basic one-player game. In fact, you undertake the self-same missions simultaneously with a pal. It's very similar to playing in Cooperative Mode in Doom or Quake. This adds a whole new dimension to the gameplay and the split-screen mode works very well indeed.

4. ONE-ON-ONE

This is probably the closest you'll get to the Doom Deathmatch style of game. Your job is simply to blast the crap out of your opponent. Adding to your problems is the fact that the weapons are still about, so it's a good idea to try to catch your opponent in a crossfire, search around and stock up on weapons fast!



Large explosions are one of the best things about Amok.



Amok uses a Visual-based landscape in order to produce some stunning (if a tad blocky) landscapes.

Boom. You're dead.

Great small success! Now up nicely.

Some split-screen stuff.

after a pitched battle

Amok features a pretty decent control system too. It's rather like Doom in that your frag-like machine can walk, run and strafe left and right. Everything is logically placed on the control pad, and the old Doom tactic of using rotate left and strafe to circle around targets, which is also great for dodging enemy targets.

The meat and drink of the game is quite similar in execution to the Wile games. Every mission is split into a series of smaller sub-tasks, completion of which allows you to move on to the next part. What is good though is that if you fail some of the sub-tasks, it radically alters what happens next. The mission can be salvaged if you make a cock-up, which puts it one up

on the Strike games.

Even I was initially put off a bit by the difficulty level. Make no bones about it, Amok is something of a testing game. Absolute mastery of your craft is a necessity and it does take a couple of hours to fully explore its potential. Thankfully, the involving game design and varied tasks, coupled with the sheer enjoyment of the game more than makes up for its initial difficulty. The look of the game suggests that this is something different, and to be honest, it may not appeal to everyone. At first

Give it some time though and you can't help but get drawn into this deep, compelling blasting game.

RICH

Very original, very classy visuals, plus a strong element of blasting skill and strategy, Amok's gameplay manages to match the excellent look. Highly recommended.

graphics	91
sound	87
playability	90
lastability	90

90%

STREET RACER

No matter what console you happen to own most people would agree that one of the greatest games ever is Mario Kart on the Super NES. Would it be sacrilege to compare Street Racer to it?...

DE	UBI SOFT
PRICE	£44.99
STYLE	RACING
RELEASE	NOVEMBER



Just what the relevance of the screenshot pictures background is I wouldn't tell you. Still, it looks nice.



(Steve) Surf goes flying over the assassins in his booth.



This pink huffy turns up in the intro sequence. Give a rather stiff comic sequence where it keeps getting run down. Shucks.

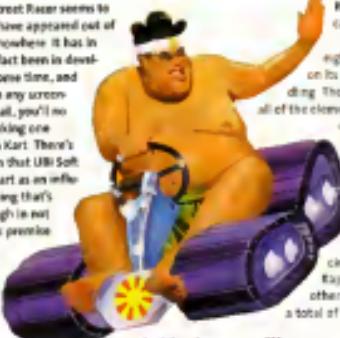


This picture remains one of Ultra Box...

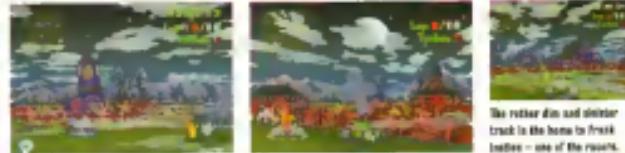


...On The Beach. A brilliant song isn't half

Street Racer seems to have appeared out of nowhere. It has in fact been in development for some time, and if you've seen any screenshots of it at all, you'll no doubt be thinking one thing - Mario Kart. There's little question that UBI Soft used Mario Kart as an influence, something that's evident enough in not only the basic premise but also the themes of the various tracks. But whether



The eight player split-screen mode is pretty phenomenal...



The rather dim and sinister track is the home to fresh bodies - one of the racers.

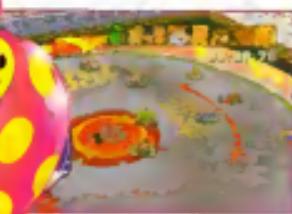


21:10:21.20
Lap 9/12
Turbo 2



LET'S GET READY TO...

Rumble or Rumble mode! This is where all of the characters engage in a free for all in a circular arena. The idea is simply to knock other drivers out of the ring by whatever means possible, whether that means punching or using one of your characters special abilities. On the easy level there are walls around the ring which gradually disappear, but play in Crazy mode and the rumble starts without any walls at all.



...whether it's a bit of a rip off or not, who really cares so long as it plays well.

to punch left or right of them.

The courses vary according to which championship you are racing in. The three cups – bronze, silver and gold – involve racing around eight tracks, each of which is home to a certain character and when they are racing on it they hold a slight advantage. To progress to the Silver cup you must first win the Bronze cup and likewise going from Silver cup to Gold cup. As you move through the cups the courses get progressively more challenging and your fellow racers more proficient.

Although I found the characters a bit tacky and the courses largely derivative, it remains a fact that Street Racer has got a lot going for it. The CPU players are well programmed meaning they respond to your abilities, thus ensuring a more challenging race and the variety of game modes further enhances the game's longevity.

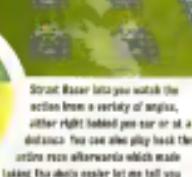
My only real criticism is to do with the anima-

tion. While it all moves very smoothly (60 frames a second – twice as smooth as Sega's *Kart*) racing tends to give you the impression that the road is moving while the car remains stationary. Admittedly this doesn't really effect the gameplay a great deal but it does feel a bit disorientating at times. As for the graphics they're very nice indeed, colourful and rich in detail.

The eight player split screen mode is pretty phenomenal although it has to be said that the image is so small that it becomes a bit ridiculous. Four player split screen is actually very good though, and there isn't the least sign of slowdown.

So is it the new *Mario Kart*? Not quite. It lacks the overall accessibility of the Super NES classic and the course design isn't quite as innovative. Even so, it's a good multi-player game and has got enough going for it to stand out as a success in its own right.

8.0



This quaint Little Village track looks like something out of *Postbox Pet*. Not entertainment as art.

Not quite the classic that *Mario Kart* was but *Street Racer* remains very playable and challenging and is especially fun in multi-player mode.

graphics	86
sound	82
playability	80
lastability	83

82%

overall

HARDCORE 4x4

Sprechen sie Hardcore? Ja! Head off the road and onto the rough dirt tracks of the apocalypse with Gremlin's new racer. Don't forget your neck brace. Or your crossword.

BY	GREMLIN
PRICE	£19.99
STYLE	RACING
RELEASE	NOVEMBER

ONE CAREFUL LADY OWNER

Just like any reputable motor dealership, hardcore 4x4 offers you – yes, £200 – a choice of drivers. Unlike most dealerships though, this one tells you the steering, power, suspension, handling and speed capabilities of the chassis on offer. This would be handy in real life, but it's extra-useful when you're about to face computer-generated off-road simulations. Beginners should head straight for handling-heavy vehicles. Experts, on the other hand, can go for max speed and rely on their abilities to compensate for the lack of traction.



The graphics in Hardcore don't look pretty excellent in still form. They're actually quite fun in their own little way. Sort of.



I'd better be really careful here, because Steve from Gremlin is in the office today. In fact, he's on my floor.

The Saturn is pretty well stacked for racing games already. It has to be said. But market analysis employed by Gremlin spotted one inauspiciously ignored niche in the marketplace: off-road racing. Perhaps it's the amazing unpopularity of big tracks in this country which is responsible for the dearth of off-road racing games. Or perhaps not. Whatever the reason may be, Gremlin have seen the gap and are relentlessly pursuing it with Hardcore aqu., the Sat's first off-road four-wheel drive racing simulation.

In case you're not familiar with the sport – which you're not expected to be over there – it's dead simple. Six contestants (in this case) storm their giant jeeps up and down big hills, which are dotted with smaller hills and valleys known as "bumps" and "dips". The object of the race is to come first after three laps by not rolling your motor over a hundred times and cracking your head. Of course, this being a game, it's impossible.

That's off-road racing, man. The crazy psycho world of the big truck driver with no name, dude...



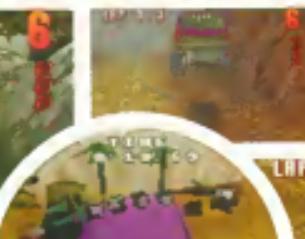
I don't want him coming over here while I'm updating this page and saving the work for his game, Steve. Steve.

ble to really crack your head (but turning onto your lid does cost precious seconds).

So, basically, it's like every other kind of race apart from a slow bicycle race. Where hardcore really differs from the competition is the way in which you're expected to negotiate the courses. Instead of just having to take corners and go really fast, in Hardcore you have to read the track, take the lines of least resistance, avoid too-steep slopes, not fall over and not bounce around too much. This is actually a refreshing idea, so well done Gremlin.

But if one idea made a great game I'd be a real honkie designer like Dave Perry by now. And I'm not, so it isn't. The problem with aqu. racing is that it's intentionally slow. Which makes you wonder what kind of a race game it makes. And the answer is a slow moving one, which is a novelty at least.

What's surprising, given the unusually slow pace of the action, is the equally slow frame rate. Whilst



Rotating around in all parts of the car, try it in first-person mode and see settings. It's pretty.



The trucks and tracks are very nice looking, well textured and admirably colourful, the clipping is pretty nice. Sometimes it's irritated by the twists of the course, but often it's obvious - especially given the varying height of the terrain as you climb and dip. The movement is slightly jolty as result, too. Not that this is noticeable, as the game constantly throws your vehicle around in a hundred directions anyway. What it does show is the insubstantial nature of the trucks. They've lost a slightly fluffy feel which is enhanced by the lack of inertia on collisions. Basically you can spin your motor into any of the other cars with little effect to your direction, except you might pass through the front end of one of them.

It's not all trauma though. The biggest obstacle to you is getting to know the controls. You can't just attack even the straightest in the same way you normally would with a racer. The car is a burning each small maneuver and profit of the course, knowing where you're going to bounce like high to avert your steering and preventing yourself from rolling. Don't worry too much about that last one though, as it seems the trucks can drive almost horizontally on their sides.

without falling over. Yeah right. As if they've ever seen a Mitsubishi Shogun in a high wind. The suspension that takes the biggest hammering is your suspension of disbelief.

The trouble is that once the novelty value (which is very high) has worn off, there isn't a lot of substance to Hardcore 4x4. Sure, there are loads of tracks and difficulty settings, but once you've got the trick of it there isn't the same scope for shaving off seconds of your times. The random bouncy nature of the floor means there's no such thing as a perfect circuit. Obviously there are going to be some off-road enthusiasts out there thinking "So what? That's off-roading, man, the crazy psyche world of the big truck rider with no name. Dude." And those people will doubtless find Hardcore 4x4 fully entertaining. For the most part, though, it's the yin-yang by which these things are judged, and unless you're desperate for a change, Hardcore just may not be enough to sustain your interest. Still, I'd like to see a sequel with more addictive courses - it'll probably be coming.

E.A.B.



I used to like that truck. Lee Majors had in the Fall Guy. It had an eagle on the hood, and a rack of guns in the back. He was a friendly biker.



You're the purple truck. In a dark, sleek. Getting overtaken.

BOMBTRACK

Hardcore 4x4 certainly scores points for the originality of its courses. The sprawling rocky chasm isn't particularly surprising out of the ordinary, perhaps. But after winning that you move on to a track which starts on tarmac, takes a detour into the woods and back out onto the road for the next lap. Best of all though is the Warzone course, set in the middle of a Middle Eastern conflict. Tanks and pillars abound, which makes you wonder who would build a race there really. Actually, the best course (or the same reason) is the one set around the rim of an active volcano. That's loads better.



(BOTTOM LEFT) Volcanic action around the fiery volcano.

A great idea which has made a flawed game. Just doesn't have the fleshed out course layouts which make this sort of thing last.

graphics	9.0	overall	7.6
sound	7.2		
playability	8.0		
testability	6.9		

76

CHAOS CONTROL

They're a bit like buses really aren't they? To begin with the only game to use the Virtua gun was Virtua Cop. And after an eon of waiting, Mighty Hits, Virtua Cop 2 and Chaos all turn up at once.

BY	INFOGRAPHICS
PRICE	£39.99
STYLE	SHOOTING
RELEASE	OUT NOW



The symbol of true America is under attack! What's gonna happen to all these great things like Oscar and me? Dr. Who! Look! Look! Look!



(Left) Who here is an alien master? It's green and it looks like a huge vegetable. (Above) Just another typical day in New York.

Back in the Seventies NASA sent the Pioneer explorers past the outer limits of space, its mission was simply to float away until it was gathered up by any potential life forms in the universe. On board, the Pioneer had the map-coordinates for Earth as well as various items that might be of interest to aliens like what we look like, some of our scientific discoveries, a few famous works of art and, of course, a Richard Marx CD.

It was in fact the Richard Marx CD that first alerted the Kesh Khan aliens to the presence of Perseus moving through their solar system, containing as it did, what's known as the 'perm frequency'. Unfortunately this meant that the first thing of right here Waiting For You! made for a bizarre transition in the Khan language with the resultant effect of suggesting the aliens come and have a go if they think they've had enough! And this is exactly what they did, prompting the moral of our story which is that any Richard Marx CD's that might fall into your possession because to more advanced life forms he is in fact Satan.

But that's all by the by because the aliens are here, and Chaos Control sees them knocking about in Manhattan buying hot dogs, rollerblading through Central Park and annihilating the human race. Not for long though because with the help of your Virtua gun you can stop them.

Now while any game that utilises the much

neglected Virtua gun is welcome, it's obviously better if it had at least some of the style and panache of the game it was made for. Unfortunately Chaos Control has neither of the sort and ends up as a bit of a shambling. One of the things that makes Virtua Cop so impressive is the suspense - you're always looking for enemies to pop up behind you or leap out in front of you. All this is lost in Chaos Control which simply piles alien after alien in your face giving you no real opportunity to target something which leaves



Space - it's really quite big isn't it. Pretty darn huge in fact.



Try it before

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...while the objective might change, the mundaneness of the action certainly doesn't...

you firing at the screen quite indiscriminately.

As far as the graphics go things aren't quite so bad. There's a fairly good sense of depth and some of the rendering is quite polished, especially on the earlier sections set in New York. What isn't forgivable visually are the smoke effects left after an alien has been destroyed. They hang in the air for ages looking like mutant moulding candy floss and have a habit of seriously obscuring your view.

When the aliens have been chased off the Earth, the alien switches to space where the objective becomes destroying the alien command ship. But while the objective might change, the mundaneness of the action certainly doesn't, with the constant barrage of aliens and the occasional lone character turning up.

Just to top this disastrous package off, the whole game is over in about half an hour leaving you feeling like the time would have been better spent, well, doing absolutely nothing. Even simple things like giving you your hits ratio and percentage hasn't been included in Chaos Control, and while there's a two-player option you'd be a bit mean to force a friend through the same dull experience. What's more, with the arrival of Virtua Cop imminent, you won't want to waste your money on this.

R.G.B



This bugs and nitely shaped render is the enemy mothership. You have to destroy it at the end.



...and the green lasers are coming from the aliens.



Chaos Control features a variety of rendered out-of-suspense which intermingle with some very poorly drawn cartoons. It fills out what little there is of the story and links up the change from New York to outer space in as concealed a fashion as possible.

When you finish the game after about half an hour, the screen is topped off with some congratulations and probably some unrepentant laughter from the programmers.

THAT'S IT?

At various points during Chaos Control a boss character pops up to do battle with your shooting expertise. All the bosses are pretty much identical, their appearance resembling some kind of futuristic cyber knight. The odd thing about the bosses though is that you don't defeat them as such. You simply do battle with them for a while and they disappear. No explosions. Nothing. This is symptomatic of the half-baked way that Chaos Control goes about things.



You might be desperate for bosses that utilize your Virtua Gun but Chaos Control is one travesty that will have you pointing your gun at yourself for being fool enough to buy it.

graphics	76	overall	56%
sound	72		
playability	60		
lastability	52		

you buy it.

£3.49 for three evenings

BLOCKBUSTER
VIDEO

3 DIRTY DWARVES

We previewed Three Dirty Dwarves way back in our August issue. Since then it's experienced various delays for reasons that remain largely mysterious. But who cares because here it is!...

GEN	SEGA
PRICE	£39.99
STYLE	PLATFORM/COMBAT
RELEASE	Q4TH M96



Uh-oh — expect a rather bizarre cartoon opening in Three Dirty Dwarves that isn't particularly funny.



This giant indestructible is one of the boss characters in the game.



All of these items in the top left mark the number of special.

In dreams dwarves are meant to represent wisdom. Say, for instance, you're walking down the high street, wearing only a pair of novelty Gladstones pants, a dwarf might turn up and offer a few pertinent comments like, "Hey mate, I'll sort out some clothes out if I wear you!" Or maybe you're in a surreal record shop with a wolf, and your great uncle, queuing up to buy the latest single by the Spice Girls. Up pops the stampy one at the counter and simply laughs you away, his superpowers forcing you to return the offending item to the rack. It reminds me of the old saying, you'll never go short in life, so long as there's a dwarf around. Or something like that.

You'd think that with three dwarves in Three Dirty Dwarves this game would have wisdom.



This zoning is an example of the unsightly humor in TDD.



At times in the game, each character reveals a very special talent, rather than just a special talent. In this case, it's digging!

Up to the fact that it's a bit of an abomination and should never have seen the light of day — or the darkness of the unconscious for that matter. Yet here it is, a very irritating and mundane platform game borrowing something from the *Guardian Heroes* style, except any quality of course. But before we go into that, I'll quickly explain the chucklesome premise of the game. The three dirty dwarves in question are all on the screen at once although you only control one of them at any given time. Having said that, a quick tap of the button lets you change who you're controlling. Each of our vertically challenged heroes wields their own weapon, be it a gun, a baseball bat or a bowling pin. More than this though, each of them can use their weapon in two ways, rather than fire the gun you might like to swipe people with the bat. Or how about making novel use of the baseball bat by actually pitching



This part of the game sees the team playing round in circles.



Try it before

Rent any latest release from just



When one of the dwarves ends up sliced on the floor, he can't get up until his mates kick him.

This, I'm sure you'll agree, is almost as funny as a room full of Jimmy Tarbuck clones.

yourself a few baseballs to aim at enemies rather than attacking them directly. Finally, our dwarf with the bowling pin also has the ability to throw bowling balls.

With their talents thus established, the plucky trio start out on their side-scrolling beat 'em up adventure in the streets of New York. Enemies come thick and fast from both directions, most of which are in keeping with the comic premise of the game. For example, there's an hilarious scene involving a hard thug type and an old grumpy which ends with the thug running off babbling thanks to a hard-hitting slap. This, I'm sure you'll agree, is almost as funny as a room full of Jimmy Tarbuck clones.

Anyway things continue in a pretty similar vein with the trouncing and tackling a variety of hazards from cans whizzing by to the removal of the good old minecart level. Graphically this is pretty basic stuff,

although this would be easily forgivable were it not for the monotony of the gameplay. It starts as it means to go on and on and on, certainly does ploughing through the same old routines time and again. The idea of having three characters on screen seems like a nice idea and the way in which you flick between them is done quite profitably. It will quickly dawn on you however that doing this is largely pointless seeing as each of the characters plays exactly the same despite the cosmetic differences in weapons.

Sega's reputation for putting out consistently good games has been more than justified over the last year but where *Three Dirty Dwarves* is concerned you'll be forced to find them guilty of both a lack of imagination and a particularly lame sense of humour.

ROB



Albino! Wow! Check that guy out! He's a weird pink sort of thing, how that's just really embarrassing!

THREE DIRTY DWARVES

As exploitative circus managers would be apt to point out, three dwarves are better than one. This is especially true where this game is concerned... You see, while each dwarf is pretty tough by himself, get the three together in a team attack and they're pretty much invincible. They do this, hilariously enough by brawling with each other, but such is the mayhem they cause in the process that any enemy near by is quickly disarmed into the fray and dispatched just as fast. You can pick up health power-ups from various places, and it's essential to have plenty of them if you want to make quick progress through the game. Or putting it another way: to get it over and done with.



There's nothing terribly 'wacky' with *Three Dirty Dwarves* but then there's nothing terribly right with it either. Essentially it's the repetitive nature of the gameplay and the soft game concept that let it down.

graphics	72
sound	70
playability	65
lastability	63

65%



The lady with the laundry.



These are the offices that were home to the programmers of MD.



More jawdropping going on.



It just gets funnier and

you buy it.

3.49 for three evenings

**BLOCKBUSTER
VIDEO**

BLAZING DRAGONS

Re-live all your favourite moments from the riotous cartoon romp which is Blazing Dragons with this, the Blazing Dragons Interactive CD-ROM Role-Playing Product. Available wherever you see lunchboxes.

BY	CRYSTAL DYNAMICS
PRICE	£39.99
STYLE	RPG
RELEASE	NOVEMBER



Well that's the entire plot out of the way then. Even if you're familiar with the cartoon series, Blazing Dragons is pretty limp.

WHAT'S THE STORY (DRAGON BOREY)?

The player controls a young dragon called Ricken, the royal inventor residing in Castle Camelot. There's this royal tournament, right, and in order to marry the beautiful (in dragon terms) Princess Flame he's got to win it. But he can't enter unless he's a knight, and right now Ricken isn't even a squire. Plus, right, there are these evil humans who've enlisted a mysterious dragon to fight in the tournament, right, and if he wins the evil humans will take over at the royal palace. Don't ask how that happens, because it hasn't explained very well. Anyways, your missions, should you choose to accept them, are to first be made a squire, then a knight, and win the tournament. How exciting.



This is your invention book which gives everything away. It's a dead give.



We played Blazing Dragons.



Apologies, that's right please which is really weird in my conversation. "I have all the information I need". I'm always saying that, me

"I can't do that here!" "It would be like talking to a wall!" "I can't do that here!" "I couldn't lift that!" "I can't do anything!" "I can't do anything!" Get used to reading this sort of stuff before you pick up Blazing Dragons. Because you'll be having a lot of it. You see, Blazing Dragons is a comedy fantasy adventure. In the traditional style, it's loaded to its scaly gills with sampled speech from "real" actors (ie - ones that don't get much work). And, so Eidos could get their money's worth, there's about a hundred thousand different useless nonsense phrases and not-illuminous jokes planted around the game.

The sad truth of the matter is that, if you can't afford a decent computer, you're way better off cutting out the humour angle in adventure. Not because it isn't funny, although it usually isn't, but because it slows down the pace of an already tedious game to a frustrating extent. And when it comes down to it, "I can't do that here" is the one you're going to hear more than anything. Having it sometimes phrased as "Don't be stupid - try again" or "I'll carry on - but I



and I'll be out by Jack out of Break Silence, I think.

won't carry that" does nothing to alleviate the torture.

Anyway, the point of these games isn't the dialogue, thankfully, but the puzzles and the plot. The former provide the meat of the gameplay, and the latter holds your interest in the postscript when the puzzles take a turn for the frustrating. So if a game engages your brain enough it can be forgiven for bypassing your humour glands. So it's a bit of a shame that Blazing Dragons, aside from being one of the most cringeworthily irritating unfunny games ever, also features one of the most poorly explained, obvi out derivatives and dull plots ever. Still, it could be worse. The puzzles could mostly centre around the flimsy "I'm an investor" premise of the central character. Oh don't they do it either that or they've got some

Try it before

Rent any latest release from just





This is the bizarre "eat-a-pot" sub-game.



Sometime should tell the RSPCA if you see me.



Don't expect many laughs in this scene.



Hilarious joints like this abound.



The many and varied facial expressions of our hero in display.



A hero. The funniest hero.



Apart from this bag.



Blazing Dragons is one of the most cringeworthily irritating unfunny games of all time...

HOW TO "CONTROL" THE "GAME"

Price for Blazing Dragons Interface of the Month goes to... Blazing Dragons! HD runs on four basic commands - walk, look, pick up and speak. So of course the obvious thing to do is use the A or C button to cycle through the possible commands and the X button to activate it. There's no need to assign some of the satanic eight joystick buttons to individual tasks to make life easier. The only decent shortcut is using X to access your inventory. Otherwise the rest of the time it's cycle cycle... gone past it... cycle... that's it... oops, gone past it, as you struggle gamely to keep your patience.



Oh sorry forgot about this bit of the plot. You've got to win a tournament. Shouldn't it be too difficult then. Doubtless it'll include some kind of hideous invention.

point of such a game. The point is that you sit there with a fixed grin set on your face forcing yourself to listen to some third-rate thespians put on their comedy accent trousers in a vain attempt to play the "wacky" card. It doesn't work. It just makes everything drag on ten-times longer as an ill-tempered extra drawls out every syllable for comedic... um... effect, what.

With a bit more thought Blazing Dragons wouldn't have been released, to be honest. Everything from the title screen (which was produced with the aid of a Commodore 64) to everything else screams "Look at me - I'm no good!" Even the play interface is cumbersome, and given that it consists of only four actions that's some going.

R.D.B.

It might be worth a look if you've got small children around the house and you'd like to get them free under your feet for a while. Although they'll soon be traipsing up to you shouting "I'm bored!"

graphics	62
sound	20
playability	31
lastability	25

overall

23%

you buy it.

£3.49 for three evenings

BLOCKBUSTER
VIDEO

CRIMEWAVE

Traffic problems are a major concern of the Twentieth century. I say fit guns to every car and have motorists fight for their road space! Another sensible policy for a happier Britain!

BY	ELIOS
PRICE	£39.99
STYLE	RACING/SHOOTING
RELEASE	OUT NOW



1. This is buggy that starts you off on the beach stage. 2. The is the car chosen for the industrial stage - 3. Your average motor. 4. Hey it's a pink Cadillac! 5. The tank turns up as one of the last cars when you're close to the cash target. 6. Likewise with this car.



(above) Your fuel might be down to level 2 but there are power-ups to collect.



Your target is no man!



The arrow points to where your target is.

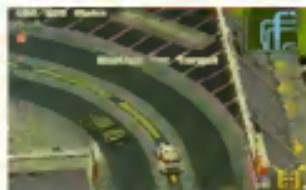
It finally happened. After everything else had been sold off - including the Houses of Parliament which were converted into a MacDonald's multi-plex - the government decided it was time to privatise the police force. After all, they'd had a monopoly on the crime industry for far too long, and what's to say that a little competition wouldn't be beneficial. As far as the privatisation of traffic policing went there were plenty of takers - Express Dairy, HGV companies, and of course, loads of cab firms. Oh, as the sight of Alan's Cabo-firing machine guns and rocket launchers to their fleet of Giulias might seem a bit worrying at first, but at least cabbies would now have a legitimate excuse for driving like psychotics. And besides, despite their new law-enforcing responsibilities, they never give up.

these little air-fresheners that hang from dashboards or rear-view mirrors.

Whether or not the players are an ex-cabbie is entirely up to you. You can be an ex-erotic dancer for all I care. The point to remember is that as a maverick street cop, you stop at nothing to bag the bad guy and pick up your earnings. Being of mercenary spirit, you don't care if this involves blasting innocent drivers off the road. If only incurs a small penalty anyway, and so long as you destroy your target, you get a fat pay check along with whatever you can salvage from the wreckage - stuff like rockets, money and fuel. So enter now and more fruitful patrol territories you have to have collected enough money to be allowed through the gates. The patrol areas vary enormously, from a post-industrial wasteland, akin to something like

The point to remember is that as a maverick street cop,

you stop at nothing to bag the bad guy...



(above) That's a similar car in front. Destroy it! (below)



There's your target, ready. Now blow it! (left)



Destroying innocent cars scores you a penalty



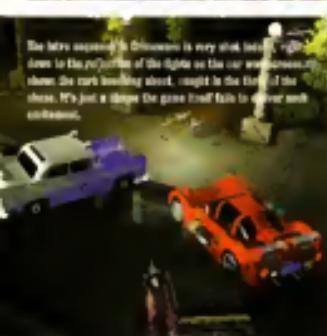
You've nearly reached the 100 Meter target to finish the level.



That smoke coming out of the back of your car is obviously not a good sign. You'll want to get some power-ups fast if you're in trouble. Or Phil Mitchell. So long as he's not on the loose.



The intro sequence in *Crimewave* is very slick, but it's not down to the position of the lights or the car we're chasing; when the car speeds away, it's in the line of the chase. It's just a simple game trick to start each car chase.



Sheffield, to the luxurious environs of roads by the beach reminiscent of Santa Cruz. There are a total of eight in all.

Visually this all seems pretty promising, what with the detailed isometric 3D settings, right down to ads on billboards or plants hanging from the eaves of suburban houses. Likewise the cars which are treated to similar care, varying in style from retrofitted 1950s Cadillacs to futuristic buggies. As for the action, it *promise* promises more than it actually delivers. You

So yet another innocent is destroyed. I ask you readers – is it worth it? All this suffering for the want of a tortoise? Of course it is! *Crimewave!*



drive around waiting for a target to appear – indicated by a red arrow – and when it does, you chase it through the streets and gun it down when it comes into range. Another danger to watch for are rival gangsters who'll try to gun you down if they come across you. When a target is destroyed and you've picked up the cash for Melki as they're entitled in the game, then it's off to find another car. And so it goes on, and I couldn't help feeling it all got a tad repetitive. This isn't helped by the fact that the car is sometimes frustrating to control, first turns proving particularly awkward at times. Also, the 'innocent' cars have an uncanny habit of obstructing your chase, and although this is obviously designed to make things a bit more challenging, it also has the habit of getting plain annoying. Likewise, trying to stay on the road is sometimes hard enough and although the buildings all look quite nice, your car has a habit of ping-ponging between them, meaning you lose precious time in a chase.

Despite my criticisms I wouldn't want to run *Crimewave* down too hard. It does have a bit going for it, and if you're prepared to forgive some of the more irritable aspects of the game, you can still glean some enjoyment from the basic run-up action and the challenge of entering new stages where the enemies are more multifarious and the streets more chaotic. All in all though, this is more of a Crimebipple than a *Crimewave*.

R. G. B.



When a target takes the bullet a lovely orange explosion erupts. In fact, the colors remind me of the orange blossoms that my dear grandmother makes.

MONEY TALKS AND BULL WALKS

When a yellow arrow appears on the screen as opposed to a red one, it denotes that a rival is invading your patch. If this is the case there's only one option open to you and that's to blow their metal hide off the highway. They won't hesitate in doing the same to you after all. Another problem you'll face if you don't dispose of them is the chance of them coming in and stealing targets from you – that means losing money, and business being business, you've little choice but to smash them! *Hakakaka!*



Well, Godfrey the lambs with a couple of snakes.



Although *Crimewave* has its moments, it's let down by gameplay that's too repetitive and controls that are often frustrating.

graphics	82	overall	73
sound	80		
playability	71		
lastability	74		

PGA GOLF

Oh no! Your dad is going to appropriate your Saturn this Christmas! You won't get a chance to play all those new games you got as presents! Why? Because here comes a golf sim!

BY	EA
PRICE	\$79.99
STYLE	SPORTS SIM
RELEASE	DECEMBER

FAMILIAR FACES?

If you're not that up on your golf (and after all, it's a pretty boring sport to watch) then you won't know that the PGA Tour is all about American golfers strutting about courses from the east to the west putting away. This version of PGA features sixteen of America's finest in all, most of which you won't recognise, apart from maybe Craig Stadler and Payne Stewart. Look out for some classic American names like Chip Beck and Brad Faxon as well. It's just a shame there's no one in there called Dwight 'Speddiehacker' Stell, can't have everything.



And so, using the mighty power of Mewtwo, amateur Jim summoned the spirit of the 'vast basins' to guide him to victory! And then he came to rule the world! Hahahaha!



Fancy a midges or a 'harr?'



That blue wobbly thing is what's known in the trade as a 'loler'.

If your dad decides to buy you a golf sim as a present this Christmas then beware! It means you'll end up helping your man cook the roast turkey, or find yourself watching endless Christmas repeats on TV. The reason for this is that just about every dad in the known universe will spend endless hours on your Saturn playing a golf sim under the rather feeble excuse that it's good for all and not some pointless computer game. There is of course only one way to get your dad off the machine and that's to give him a driving that's humiliating enough to cause him to vacate the area muttering 'ungrateful youth' and 'grounded' under his breath.



The little wobbler shows you where the ball is going to land.

Just whether your dad will want to spend much time on PGA Tour is another matter. Firstly he'll complain about the lengthy loading times, even between one shot and another, and with good reason too. It's difficult to understand why it takes the game so long to register a stroke when even rather shoddy sims like Valencia Valley manage to do it faster. This constant delay naturally has a habit of ruining the flow of the game, meaning you'll spend too much time simply getting frustrated at walking. It's synonymous of the game as a whole really. Take the power bar for instance. Like most golf sims it consists of an almost circular bar but the gauge is an odd shade of yellow that not only

Just whether your dad will want to spend much time on PGA Tour is another matter.



There's a moat, keep me falling in. Down the golf club, that's where it's always been. Each step I take, I make...



When you make it to the putting green, a grid is marked out to reveal the lay of the green. But just you spare a thought for old Jack McRae who rounds all his sights with only a ring, a pen and a box of matches for company.

makes it a bit vague to look at at times but also harder to judge the exact point that it's on the line. Again, the reasons why the programmers would make such an error seems a little baffling. It is perhaps something to do with the nature of golf as a whole. In essence, the original PGA Tour on the Megadrive already had the whole control method down to a tee (ha ha) meaning that golf games since have relied largely on new mechanics in the playability and, more justifiably, the graphics and presentation. In this instance, it would seem that PGA Tour has tried to fix what was never broken and managed to do itself nothing but harm in the process.

The graphics are ok, but PGA Tour features nothing in the way of alternative camera angles to make it easier to set up your shot. There's a common tactic sporting the usual over-enthusiastic American

drawl and the standard range of bumbling, bird-samples to enhance that natural feel.

Options-wise things are no different from usual. You can choose to play either a full 18-hole round or simply select the courses you'd like to practice on. The game also features 14 real golfers and eight amateur golfers which you can customise. There are only two courses: Sawgrass and Spyglass, both of which are real all-American venues.

As has been mentioned, the inevitable similarity of golf sims means that for a title to stand out as particularly impressive, it has to be a matter of refinement more than innovation. Unfortunately where PGA is concerned you get neither. Activision remains the definitive golf sim for both you and your dad.

ROB

...the reasons why the programmers would make such an error seems a little baffling.



This shot from behind the trees is going to be far from easy.



Edward was growing tired of being the lackey to that motley crew golfing left. 'I'm going to break out,' he kept telling himself, 'I'm going to go my own way. I've had enough of sodding...'



John never got to play his stroke. The hovering vortex finally swallowed him up.



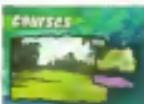
...he said. 'These lefts are gonna get 'em down to where he is. I'll be the best golfer around and have that put under for me!... But still young Edward raised the flag. In earnest. Didn't



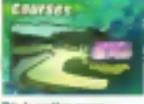
that look like quite a fine shot. Not so good as you'll see at the Golden Fish Bar but fine nonetheless... Boom boom.



What's this? Is this what it's all about? On the surface of chaos. Personally I'd take the easy with sticks on the sand.



This is one course...



This is another course...



And here are lots of courses.

A decidedly lacklustre version of PGA Tour, especially disappointing given EA's excellent reputation in the sports sim genre. Bit of a shambolic mockery of a travesty.

graphics	75
sound	80
playability	65
testability	67

overall

68%



SEGA SATURN™ tips

The biggest tips this month are some incredible debug mode cheats for *Guardian Heroes* and *Night Warriors*. They let you access sections of code used by the programmers when developing the games, so that you can see how some of the game works. They're not of any real use to you, but are certainly intriguing...

GUARDIAN HEROES

To give yourself 99 continuations for Hard mode, start a game on the Easy setting and get killed straight after the starting room. Instead of continuing choose to Give Up, and go to the options screen. Now set the difficulty to Hard and start a Story Mode again to have 99 continuations.

You might have seen that there was an excellent debug mode cheat for the Japanese version of *Guardian Heroes* which doesn't work on the UK version of the game. Well we've now got the same cheat for the official game! It's not easy to do so keep trying until you get it working.

Firstly go to the Options menu and highlight Exit. Now hold X+Y+Z and press Down. Now whilst you are highlighting Dip Switch press A. Now go into the Dip Switch option and you can now turn Debug Mode on!

Debug mode also turns on a load of other cheats, so that all 16 characters are available. In multi-player mode you can watch all the endings. In Test Mode you can select your start level in Story Mode, and you can power yourself up as much as you want. Also during a game you can now press these buttons together when paused to activate more cheats.

Left Shift + Y + Right Shift

Right Shift + Start

Right Shift + A + Start

Right Shift + B + Start

Right Shift + C + Start

Left Shift + Right Shift + Start

Left Shift + Right Shift + A + Start

Left Shift + Right Shift + B + Start

Left Shift + Right Shift + C + Start

X + Y + Z + Up

X + Y + Z + Down

Display collision boxes (repeat for 3D mode)

Skip 1 level

Skip 2 levels

Skip 3 levels

Skip 4 levels

Go back 1 level

Go back 2 levels

Go back 3 levels

Go back 4 levels

Recover all life points

Kill yourself



While the debug mode cheat will give you all 16 characters for multi-player mode, they will disappear when you turn the screen off!



ULTIMATE MORTAL KOMBAT 3

This cheat lets you access a hidden options menu with things like Infinite Fatality Time, and an option to get the hidden fighters from the start. On the title screen just press C, R, A, Z, Y, C, Y, R, A, X (Crazy Cyborg). Now go to the options cube and press Up to view a hidden side with "1" on it.



The best thing is, this cheat stops you having to enter the Ultimate Raiden

STORY OF THOR 2

Whilst it doesn't mention it anywhere in the game manual, there's a secret 2-player mode in *Story of Thor 2*! To call up a second Leon, play as usual and stand in an area with no enemies around. Now press Z to bring up the weapon select, hold L and R, then release them. Another shadow version of Leon will appear and he can be controlled with the second pad! Just repeat the cheat to get rid of him.



To bring back any of the bosses after you've beaten them, go to a spirit shrine and use Dyrta to put out the two torches in the room. You'll hear a loud noise to let you know it's worked. Now just exit the room and go back in to get the boss!



WORLDWIDE SOCCER '97

Here are some of the special moves not listed in the instruction booklet:	
Backheel	Backwards+B
Overhead Flick	Forwards, Backwards, Forwards+B
Shinney	Tap twice to either side of your player when dribbling.
Light Chip	C, C
Looping Shot	A, C
One-two pass	Right Shift+B
Super Shot	Tap A once
Low Shot	A, A in the penalty area



Master these special moves and you'll be able to play like it's the real life! On top of that, you can beat your friends!

MAGIC CARPET

This cheat lets you access a hidden cheat menu with a level select, among other things. Go to the options screen and play three sound effects in this order: 11, 36, 15, 5, 18, 22. You should now get the extra options. Once this codes been entered, play the game as usual and pause at any time, then press R to get all of the spells. Y to finish the level instantly, or Z to get lots of mana.



NHL POWERPLAY HOCKEY

To access the hidden Red Army Team (with a gg rating): hold A+Y+C at anytime that the screen is failing away to reveal either quick start or team select screen. You should now be able to move to the left of the Anaheim Ducks to reveal the new team!



The secret team is almost completely perfect, so if you like now it's totally your fault! Don't mess it up.

NIGHT WARRIORS

This complex cheat lets you turn on the game's debug mode and play around with all sorts of weird options, just like in *Guardian Heroes*.

The first thing you need to do is set your Saturn's internal clock to the 1st of January 1998, then start the game as usual. Now enter the *Appendix* cheat as we've printed before (go to options mode, high light Configuration and press B, X, Down, A, C). Once you've done that, reset the machine and start a game to enable more debug modes. Now when you're playing, just press one of these combinations:

Stop Timer	Down+B+B
Unlimited Supers	Down+B+C
Show Damage	Down+B+X
Stop Energy Loss	Down+B+A
Start Ending	Down+B+Z
Square Frame	Down+E+Y



You should see the collision boxes here!



Debug mode lets you change everything!



Don't forget to change your character's dots.



SHINING WISDOM

Since we did **Part 1 of a Shining Wisdom players guide** back in issue 11 we've had plenty of phone calls from disgruntled readers asking **what happened to Part 2**. Unfortunately Sam was busy at work figuring it all out when suddenly she decided to swan off around the world. Instead, we've decided to offer a little bit of Q and A.

Q: I've just started the game and I'm wondering about with no idea what to do. So what do I do?

An: Strange as it may sound, simply go to bed. From the left entrance of the castle, start travelling up the screen until you're as far back as you can. Then simply go up the stairs, jump in the bed and take a nap.

Q: I'm in Gade Valley. I've got the slide shoes but don't know what to do with them.

An: You want to head to the Mystic Woods situated in the North-West part of East Olegre. The slide shoes will enable you to get under hollow tree trunks and thus explore the Mystic Woods further.

Q: Where are the Magic Hands?

An: During your exploration of the Mystic Woods, you should come across a tree trunk that leads down South off of the screen. It's situated in the lower left part of the woods. It actually leads to a watery area where there are some very strange monsters.

Remember the Library from the Castle? Well using the slide shoes will make the monsters fly. Then you can kick them around a bit. Also, when you get to the two monsters in a row, kick them up.



Q: I talk to the

Q: It's the Stone shoes which are situated in the Royal Crypt. You'll find the Royal Gryph on the west part of the castle. They come in useful in the first labyrinth don't you think.



• These are not an alternative kind of oven gloves, but Melt Gloves which enable you to dig your way through new areas.

Q: Trees, but they don't listen to me!

An: Hmmm... what you need is another piece of neutral advice or the Whisper Conch. You'll find it in the Gade Valley and once you get the Magic Hands, you can complete the rest of this part of the game. Find the Valley in Gade Valley and she'll pass on the Whisper Conch. Equip it, and you're free to mutter away.

Q: Where is the Princess?

An: The Princess [swan] is located in the Mystic Woods. You need to use the Whisper Conch to talk to one of the trees. It will then open a secret passage to the North part of the woods letting you get to the boss and the Princess.

Q: How do I get into the Sand Labyrinth? There are



Q: And there they are, those shoes! My shoes! I'll find them in the Stone case. Hooray!

free bombs in the way.

A: What you want are the Hercules Gloves. After getting the long sword from the king, you need to go to his treasure room. We go back to the bottom floor of the Castle, and follow the carpet until you get to the staircase. You'll find the treasure room below.

Q: How do I get to the treasure chest in the Sand Labyrinth that is surrounded by walls?

A: Get to the floor above the treasure chest. Make sure that the switch that changes the sand to ice is selected to sand. On the floor above you'll see a part in the sand that will breakaway (right above where the treasure chest is on the floor below). Walk into the center of the breakaway part and wait to fall. When you do, you will end up right in front of the chest. Now you have the Mole Claw.

Q: How do I beat the Sand Labyrinth?

A: We get asked about this all the time. On the bottom floor of the labyrinth you'll reach a door with a face on it that won't open. The answer is on the top floor. You need to change the sand to ice when you get there. Go to the left room on the top floor and



Q: Who must be Shiva. As you have made it this far...

A: It's that moment, when you find, inside a chest of bones and dragons. It is of course, Shiva.

change the sand to ice with the Magic Hands. Go up one room, and use room to the right and pick up an ice statue there using the Hercules Gloves. Now, without changing the ice back to sand, get back to the bottom floor of the dungeon (you can put down the statue BTW). Take the statue to the door with the face on it, and the door will open. Then do the boss and you're sorted!

Q: After beating the Sand Labyrinth, the King tells me that I can go wherever I want. Is this true?

A: It's me. While you can go everywhere, you can't really do reach unless you do things in the correct order. Try the Ice Labyrinth next. It's located in West Olegre. In the process, you'll need to slide into a teleporter using the Slide Boots and the Shock Orb.





Received: Pegasus Helm.

It's the Pegasus Helmet which you find in the Mirror Labyrinth, situated in the Hobbit's Town.

Ques I've beaten the Sand and the Ice Labyrinths. What next?

Ans Your next goal is to beat the Jump Labyrinth. It's located in the North part of East Odegan. And there is a sign out front that tells you that it's dangerous.

Ques Ouch, I'm in the Jump Labyrinth but how do I beat it?

Ans First off, every single one of these herbs is in both the Magic Cauldron and the Library. But for the answers. The most important things to remember is that you can freeze the bombs with the Ice Orb (and the Stone Shoes). Freeze a bomb, and then take it to the face nearby. Wait for it to freeze, and then throw it. Also, when you get to the room with all of the sand in it, remember to dig everywhere, and try to go all directions in the sand. There is a roundabout way through the wall to get to the items. And finally, use the Magic Hands and the Shock Orb to throw spark balls into the moving blue rings by the water.

Ques How do I beat the boss at the Fire Labyrinth?

Ans To put it simply, you need to freeze his Flame shots with the Ice Orb and the Stone Shoes. Then pick up the frozen shots with the Hercules Gloves and throw them at him. It only takes two hits to beat him.

Ques I can't get through the Wind Labyrinth because I can't get across the gaps.

Ans What you need is the Pegasus Helm which involves going to the Mirror Labyrinth.



In the Mirror Labyrinth, the floor is in reverse, everything there. Should mouth be open, open eye close.

Ques And how do I get through the Mirror Labyrinth?

Ans There are a few things to note to beat the Mirror Labyrinth. First off is that there is a room just to the right from the pedestal you start in where you can use the Magic Mirror. By doing so, you change the view of the dungeon around (left now goes left). It also changes the closed mouths (open), bomb spewing mouths (and vice-versa), and the closed eyes change to open eyes that you can bomb (and vice-versa). Just keep going back and forth between the two sides to finish the dungeon.

Ques I'm having problems in the Light Labyrinth – the place where you get the Shining Sword – so what should I do?

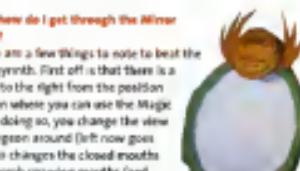
Ans There are two tough parts in the Light Labyrinth. One is the door that has three buttons in front of it. You can't push all of them at once, but the Magic Hands and the Elast Orb can. The other part we can give you is that the sand doors can be blown down (or naked down) with the Elast Orb and the Stone Shoes.

Ques So how about some hints to the Great Labyrinth?

Ans All we can really say is that you need to keep exploring. Once you get the keys, there are four key doors you can open by just walking into them. You need to beat all four bosses before you can take on Fascent. And that's your lot!



• This is the Pegasus Belvoir that you'll find in the Mirror Labyrinth. But how do you get there?



• The Magic mirror is to be found in the Fire Labyrinth where you'll see it situated in the south part of West Odegan.

Castle

Blessed Water When you have the bottle, go back to the Helm at the top of the Millennial Tree (North part of West Odegan). Jade Salt, South West of the Water Labyrinth there is a tree you can burn. If you look to the West about three of your character steps (and one later down) you can see an area beside the Helm. In there you'll find the Jade Salt.

Water Boots After you have the four orbs (and if you have healed the plant in the Millennial Tree with the



And there it is! It's a favorite item of clothing for parties – a beautiful Monkey suit!

Blessed Water (the plant in the tree will have grown up there in the Air Labyrinth). If you beat that, you get the Bounce Boots which let you jump really high!

Shield Orb In the free right in front of the Mystic Woods. (Mystic Woods are in the North West part of East Odegan).

Power Orb In the right room of the Castle treasure room. You need to teleport (Stone Shoes and the Spark Orb) to get to it. And you actually need a few more items to get anywhere.

Inside the dungeon (so you can't get it as soon as you get the Stone Shoes and the Spark Orb).

Booble Orb It's in a bush South of Gado Valley.

Dinky Orb Talk to your Grandfather when you have the Toydora USA equipped. He'll take you to a track. If you get a good time you get the Dinky Orb.

Dyplex Orb It's located near the Fire Labyrinth. Go to the Fire Labyrinth. When you get to the place where you need to jump across to continue (there is a sign telling you about the jump), go down South instead. At the end of the walkway you'll find the Dyplex Orb. And yes, it is completely useless.

Silver Bottles One of the bottles the King will give to you, the other is in East Odegan. You need to slide into an area near Gado Valley.



COIN-OPERATED

AT LAST! Street Fighter enters the third dimension! Ever since the appearance of Virtua Fighter in the arcades, gamers have been wondering "What if Street Fighter was rendered in the same style?". Here's where we find out.

The games geniuses behind Street Fighter II have teamed up with some of Capcom's finest game designers to bring the world's most popular fighting game series into the third dimension. After years of speculation and wondering, we can finally see Ryu and Ken performing their traditional fireballs and Dragon Punches - in full 3D!

Whereas the 3D team took a completely different direction to the gameplay when they devised Virtua Fighter, the elite developers at Arka are concentrating on making the overall fighting experience similar to the established Street Fighter, albeit with all the spectacular visuals and brilliant camera angles that define the 3D fighting genre. Having checked out a very early pre-production version of Street Fighter EX (as it's currently titled), we must admit to be very impressed with what the talented production team have achieved. The power of Street Fighter's outrageous techniques is increased still further with the move into 3D. Just imagine Ryu's Hurricane Kick or Chun Li's Spinning Bird Kick in full 3D!

The pictures dotted around these 3D Coin-Operated pages should give you some idea of what Arka have achieved with Street Fighter EX. The looks are being improved upon as we speak, but even now seeing these incredible moves in full 3D is an experience that all SF fans MUST try out for themselves.

Capcom have successfully married the spectacular 3D engine and movement of the Virtua Fighter series with the snappy playability of the award-winning Street Fighter 3D games.

For Street Fighter EX, it's quite interesting to note that Capcom have opted for Chun Li's original look and move-killing techniques (below), emphasizing her sheer speed and exceptional agility. We can't wait to see the final game!

INTRODUCING THE GUARD BREAK!

3D-fighting games such as Tekken (and the Virtua and Virtua Fighter games) suffered in gameplay terms due to large amounts of blocking taking place. Arka have realized that this lessens the fun of the game and have thus introduced Guard Break techniques in Street Fighter EX. Like the Alpha Counter in Street Fighter Alpha, these are specialised techniques that require at least one block of Super Combo energy to successfully perform. Once it hits home on your opponent, they are momentarily staggered, allowing you to gain the initiative and attack your foe without worrying about his guard.

THE SUPER COMBOS ARE BACK!

First appearing in Super Street Fighter 2 Turbo, we can see that Super Combos are most definitely back, added to appear in 3D! The familiar Super Combo gauge appears on-screen and works much like it does in SFA. However, Arka tell us that there's a new Super Combo

added feature in Street Fighter EX. What it is we can't say, however, we will keep you informed.

HOW DO I CONTROL IT?

The controls are much the same as they are in the Street Fighter 2 and Alpha games.

Movement and blocking are achieved using an eight-directional joystick whilst attacks come in the form of punches and kicks of three different strengths. So the lever plus six button control affair synonymous with Street Fighter is just as valid in the new 3D game! There may have been a temptation to move to the more traditional 3D fighting game controls but Capcom are having none of it - and rightly so!

CHARACTER PROFILES

At this stage in development, we can reveal that there are eight controllable characters in the street fighting roster. Rather than just use a bunch of existing Street Fighters or pulling other characters from Capcom's rich game history (as in the Alpha game), developers



Like Capcom's other reliable 3D fighting game, Super Street Fighter EX features some visually spectacular "please" effects as you can see on the screen above surrounding this capture.

It's definitely a case of new character versus old in these pictures. Ryu performs his trademark Hadoken (below) whilst Chun-Li reads an attack from a new challenger (left!).



Akira have chosen four of the most popular characters from Street Fighter 2 and created four new ones specifically for this exciting new 3D game! Expect to see fuller character descriptions and a gripping new Street Fighter storyline appearing soon!

RYU - "I'll stake everything on my Bet!"

The fighting expert who still aims for the top

KEK - "I'll show you my true potential!"

Ryu's eternal com.

CHUN LI - "These legs won't be silent!"

The Interpol Drug Investigation Agent.

ZANGIEF - "The Red Cyclone is Indestructible!"

The strongest wrestler in Russia.

SHULKOMANIA - "I'm the defender of world justice!"

The superhuman fighting-maniac hero.

FULLMUNA - "Challenging me to a fight is a wise move you've made!"

An Asidian multi-millionaire's granddaughter.

DOCTRINE DAIK - "If you don't want to die, don't fight with me!"

A professional killer from a special assassination squad.

MOKUTO - "I will scatter you like the cherry blossoms!"

Uses Kubojutsu that is descended from the Bushin fighting style.



Set more action from the potentially brilliant Street Fighter EX! The enthralled player select screen (top) features rendered head shots of the Street Fighter plus the promise of four more characters (in the shot directly above). The power of Street is clearly evident - as Ryu's mid-air pose plays the prior

THE AKIRA INTERVIEW

SEGA SATURN MAGAZINE'S JAPAN EDITOR WARREN HARROD RECENTLY PAID A VISIT TO AKIRA'S HEADQUARTERS IN JAPAN. AFTER PLAYING THE GAME FOR A WHILE AND REHORING THE SPECIAL MOVES OF EACH CHARACTER, HE SAT DOWN AND QUESTIONED MR IKIUCHI MITSUJI - THE VICE PRESIDENT OF AKIRA!

SEM In the beginning we were editing 2D Street

Fighters 3D. What's this game's real name?

AKIRA MITSUJI For the Japanese version its formal name is Street Fighter EX (pronounced E-X). As the foreign versions we aren't sure what it's going to be called. However, for the moment it's officially Street Fighter EX (SF EX).

SEM Can you please tell us a little about the Street Fighter EX team?

AM The main planner who's supervising everybody is Akira Hidemoto, the creator of Street Fighter 2. In general, he's in charge of development. After that, hisashi Ono is working on the planning also. It's felt that he was the founder of the Darkstalkers and Night Warriors series in he was its main planner. Having these two, the originators of the SF and the Virtua Fighter series, we shouldn't have any problems planning-wise. They're the best planners in that field. Fundamentally, we've gathered an excellent staff of software creators for this development.

SEM What were your first thoughts when you began work on Street Fighter EX?

AM We decided that the game would use some kind of 3D experience. For the expression of this 3D effect, we're using 3D graphics for its visual appearance but the content of the game hasn't really been changed from the 2D oriented fighting version. With regards to the 3D, the 3D effect makes the fight interesting but with the way you fight in the traditional Street Fighter, just because it becomes 3D doesn't mean that it has to use depth or axis rotation. Although its presentation is in 3D, the fighting method is still the same as the 2D Street Fighter used up to now. Using Street Fighter Alpha 2 as the base we took the best parts of it as the outline to form its shape.

SEM From the viewpoint of design, what did you start on first?

AM First of all we started from the idea of whether it really was possible to create a 3D fighting game in 3D. One of the main differences between 2D and 3D is the fighting method. We weren't sure whether the Lighting Kick, the Hurricane Kick or the Cancel were possible. These elements are in the 2D version but when it becomes 3D these portions might not be disappear. We started from this area of whether or not this 3D motion was possible at all. From this concept, development steadily progressed, trying to do it in different ways and before we knew it the Dragon Punch, the Hurricane Kick and even the Upper Cancel were all done. In this way we continued to progress.

SEM What problems do you have with the interaction of the characters now that they have become 3D?

AM With a 2D-game the interaction is just the same as it looks on the screen, if the characters "touch", there's a hit. However, when a game becomes 3D then, as you'd expect, if you rotate the picture around then looking from the side it appears to hit, but if you look from above it doesn't hit. That's how you take hits in 3D. However, simply put, 3D fighting games up to now have all been using this same kind of 3D collision detection method. It goes without saying that you can't just keep on using the same one method. In general AKIRA has an original way of thinking and although we haven't given it a name yet, we've developed an original interaction system. In general, all the hits are represented in 3D but the collisions are handled in a 2D way like the Street Fighter series method used up to now. It's a little never way of taking hits. Very early on in development we were thinking what we should do about this. Then, we had a sudden flash of inspiration, "Hey, if we do it like this it might just work". Then put like that it became our system.

SEM Is it just the characters that are interacted? What about the backgrounds?

AM In the centre of the stage the characters fight. In practice the computer disagree field is then created around them and a 90-degree camera is placed in the middle. In this way it's not possible for the characters to interact. The scenery is just like a picture that scrolls around the characters in the background.



SEM Which of the characters was the most difficult character to create?

AM Which character was the most difficult? Which character was the easiest? It was nothing like that at all. They were all difficult. It certainly wasn't the case of any character being easier than another.

SEM Compared to other games the speed of Street Fighter is very fast. How are you overcoming the problem of converting 2D to 3D?

AM This is a similar problem. At the moment we're still doing as much as possible but we'll probably be battling with this right up to the very end. We're devoting ourselves to trying again and again, fine-tuning SF EX to get it perfect. We want to get it as good as possible in order to satisfy all the users.

SEM In order to get this speed in the backgrounds a problem?

Although based on real Fighting arts, maybe Street Fighter has retained its popularity through the years thanks to the retro-games nature of the special moves in the game. For developer Arka its challenge was to make these moves look exceptional in three dimensions. This has posed some problems since 3D games often rely on super-motion to make their mark. Still, as you can see from Kai's Dragon Punch (below), Arka appear to have succeeded brilliantly!



SEGA To that extent it's not a problem. After all it's missing a lot of frame rate so this area of power isn't a problem at all. Whether you can get the visuals looking good or not is a problem but in relation to this speed problem it's not causing us that much difficulty.

SEGA In Street Fighter 3 there are some improvements we've. What differences do you have in programming these to Street Fighter XX?

SEGA It's the motion isn't it? After all if the Dragon Punch isn't a Dragon Punch it's no good. If the Fireball isn't a Fireball it's no good. The really fighting one is the Hurricane Kick. With 3D animation it might look spectacular but when you think about it in 3D, the character spinning around with their legs stuck out is only movement. It is often said that if it was done in polygons, it would be really cool, but if we don't get it just right, it's no good at all. The main point is that the 3D image has to look good but if it's come out wrong in there, then the area where we have to put in the most work is at the time of programming the techniques. We have put a lot effort into making sure that the users are satisfied so they won't play SF XX and say "ah, this isn't a Dragon Punch!". On the other hand, there are various move

techniques as well. For example, Chen Li has a new move killing technique. Basically, this time she doesn't have the "Kicks" which she gained from SF Turbo onwards. The fact that she doesn't have it isn't because of anything technical. Rather, Chen Li's original concept was for her to use agility,

leaping about and striking out

etcetera. With the use of the fire

ball her fighting style

changed as we've only

retained her original concept.

At the time we released we thought why not create a new move killing technique that was more in line with this kind of character? And while we were at it we created some other new fighting techniques as well. On top of that, we looked at other

techniques and improved or

modified them also. We'd like to

think that the users will try to play with the new techniques and say "hey! This is cool!", "This one's the best" preferring the new ones over the old ones. We've modified the techniques for this reason.

SEGA Hasn't it been able to include Chen Li's "Spinning Blad Kick"?

SEGA Yes, now you can do it. It was incredibly difficult, but at the moment you can actually do it. It's still experimental as it doesn't feel quite right yet but it looks very similar. This time we didn't give much

thought to Chen Li's spinning Blad Kick. It isn't actually used that much during the fight but it is one of Chen Li's most representative fighting techniques isn't it. Indeed, it disappeared from SF XX onwards but we wanted to include it anyway. At the moment it's been taken directly from the 3D so, as you expect, it's a little slow. However, with a little more work on it we can get it right.

SEGA When you convert the 2D to the 3D does the game balance sometimes suffer?

SEGA If the balance does go bad, we correct it to get it right. That's the way we have to consider this problem. If we don't, the users won't be satisfied. No matter how cool the Dragon Punch may be if you had to do it with two hands it wouldn't be a Dragon Punch at all. We'll certainly ensure that this kind of thing is presented properly. We intend to do it so that everyone who plays it will think that it's a real Dragon Punch etcetera.

SEGA A little while ago Street Fighter XX agreed to the license show. Could you tell us a little about the reaction to it from the users and press?

SEGA Only their impression to the look of the game action scene wasn't very good. "The Street Fighter's became some sort of 3D but it's really square looking". Visually speaking, if you look at a photo in a magazine or even just watch a video of it, it's said that the impression of SF XX isn't very good. However, if they have a go and play it, it's a complete change. "It's like it's really good", from talking to these operators that I know I've got the impression that they're all really looking down at it. Certainly, looking at it and playing it are completely different. We're trying please play it. If you do, you'll see what SF XX



Capcom's first Street Fighting Army uses the world of the 3D Fighting game looks like being more special indeed. The familiarity of the 3D SF characters is very good indeed, but who knows how the new fighters control?



SEGA
SEGA SATURN



The old *Street Fighter*'s were killing techniques seem to have been perfectly reproduced in *SF EX*. M. Bison's Zangief's doubleariat (above). Hopefully more special moves will be included in the final game.



Both Ryu and Ken are present. In the new *Street Fighter EX*, examples of the former's staple techniques are shown in these pictures. The ubiquitous Dragon Punch (top) and the power of the Fireball are in full effect (below).



really is like.

SHM How do you get feedback from the users?

SM At the *Games Show* we used a questionnaire. We also ask the opinions of the journalists and publicity staff who visit us to play *SF EX*. After that, the biggest source of feedback is from the company staff. As you'd expect they love *SF* as even though they're company staff they can still have strong criticisms etc. Some of the *CAPCOM* staff also visit us and tell us their impressions. Soon we'll be having a location test - at that time we'll be handing out questionnaires to the players.

SHM According to a press report last month *SF EX* was 95% complete. Was that true?

SM That was around August 10th when it was published. At that time it was around 90% complete. At the *Games Show* on September 4th it was around 20-25% complete. We're planning to do a location test shortly. At that time it'll be around 95% complete for us. The development percentage at this stage is still very low. After all, even after the game's outline to complete the fine-tuning and adjustment process is very long. If the adjustment is less than half done, even if the main game system is finished, it's not nearly complete at all.

SHM Didn't you think that it seemed 90% complete. It was a little too ready to market *SF EX* to the general public?

SM The usual way to think about development at 90% is, for example, it's the case of left's toy-a-car that has no body, just an engine, wheels and a steering wheel. For sure, it can be moved but it couldn't be driven on the road. There's not even a road, it's danger-

ous. A 20% state is generally thought of as being at the very lowest level. But, a level of 90% as considered by us is only the maximum necessary level for it to be played by the users. In this way everyone can be interested in seeing how the remaining 10% turns out. Anything could happen in reality, a large proportion of the game's framework is pretty much complete at the moment. From here on, in order to make it more interesting, we'll be refining the system and including new techniques etc. This is the 80% then. Therefore, to presuppose that a 90% *SF EX* is similar to a car's construction doesn't hold true.

SHM Are you planning to make announcements on the *SF EX* status on a regular basis?

SM For awhile we're going to keep ourselves out of sight. We've made this announcement now but we're going to hide for the next month or so and concentrate on development. The next thing for us will be the location test. After that, in around a month we'll be able to talk about the responses to.

SHM The Japanese press often like to write frequent reports about games don't they?

SM Yes, some of the writers are incredibly detailed in their reports on *SF EX*. Their questions can sometimes

be really specific, such as the finer details of certain characters' chained combinations. But really, it's far too soon for that. At only around 20% complete we'd like people to write about *SF EX* in little more general terms.

SHM In Japan *Street Fighter* is a lot more popular. Does the team feel under any pressure because of this?

SM Yes, but not because it's related to *SF*. Whatever game we create we want it to be successful. For any game company not to fail in its first venture is there but it's not because it has anything to do with *SF*. On the other hand if there wasn't any pressure there'd be no incentive to do the best you can. That would be equally bad. Really, we're not under that much pressure. We're just working hard to create a game that everyone can enjoy playing.

SHM For a completely new game the users probably wouldn't be bothered by certain minor aspects of any particular character. However, for *Street Fighter* a user soon has their own image of how that character should look in *SF*. Is this a problem?

SM All the development staff think exactly the same. Everyone likes *SF* so that's why they're doing it. Creating it themselves they understand the feeling.





Street Fighter EX appears to have given the established characters some new moves. Have you ever seen Ken performing a *Hadouken* like this before? (Left) The tables turn in the picture (right) when Ken is on the receiving end of what looks suspiciously like Guile's or Charlie's aero-sprint kick. Who knows what other techniques the new character has in this latest version of the Street Fighter legend?



» **ad** "Ahh! That's different!" Therefore if they can now have satisfy themselves, they should be able to win the approval of the users also. That's a safe method of doing it. As you'd expect with this development there are probably several areas where we haven't got reached a choice in what we can do. For these areas, as far as possible, we'll just leave them aside. As argued to the staff also have their own judgements just like the users. We may be development staff but as SF2 players, even now, we still go down to the scenes to play. There are areas which answer the areas we see also concerned about. The meaning of which is please treat us.



SEGA How much more advanced are the Street Fighter EX graphics over SF2/Giga?

ad You can't really make comparisons to SF2/Giga (SG) unconditionally SG runs at a 160 frame rate, while SF EX, at the moment, runs at a 120 frame rate. At we consider this difference then a 120 goes in side to devote more emphasis to the visual graphics as it's management processing is effectively halved. On the other hand, we are devoting more importance to the character of the game. The concept behind the development of SF EX and SG are so different that you can't make unqualified comparisons.

SEGA Are you receiving any assistance from the SF2/Giga team?

ad No, we aren't. In specific terms, it's a different development line. In addition, technically, it's completely different. The know how we're using for this SF2/Giga fighting game has no relation to SG. Fundamentally, ARTEC is not a subsidiary company of CAPCOM, its capital and investment are completely separate. ARTEC was founded on November

last year as an independent company. For a month after that we did research and then three months after that we started. We've still got the experience we gained at CAPCOM but technically there's no relation between us. We've got a branch office, we're making our own game by ourselves. As friends and people we know, there of course we still have communication. However, as regards graphics, then in terms of technology we don't exchange routines or ideas. They're completely different. Some people may be under the impression that we came from CAPCOM, there's some sort of link between us but in reality it's a different team making a different game. The concept is new and the know how is new.

SEGA At the moment what difficulties are you associated with?



Full-on rendered head shots are used both as the player selects and fight match-up screens. (Left) Zangief is SG who? What's been your thought? (Right) And what's the story with these new characters any way?



SEGA I suppose it's improving the quality of the visuals. From a hardware perspective if the hardware was great, naturally we could do more visual effects. Leaving aside the hardware, our excellent staff could create very beautiful graphics but of course all hardware has its limitations. At the moment visuals are our number one problem.

SEGA It's common for programmers to use a lot of polygons in the form of women to keep them beautiful. Are you paying any particular attention to the women in SF EX?

ad For example, like using ground shading to make their thighs smoother etc... (laughs) We're trying to. At the moment we are really working hard on this area, but in SF2, improving the visuals is a tough area. Of course we want the women to be very cute so as far as it is possible we're trying to. All our staff are excellent so the female characters certainly won't be poorly done.

SEGA How did you select your Street Fighter EX characters from all the characters in the Street Fighter series?

ad There's really quite a simple reason. Well, of course Ryu and Ken are essential so we took them. Claus is also essential as we took her as well. These three are essential. At the moment, although personally I can't say for sure, we're basically assessing eight characters at the moment but whether that will increase to nine or ten I don't know. I'm saying that until the very end there's always the chance that another Street Fighter character may appear as a hidden character or maybe we'll create another original character. We haven't considered at all yet but, maybe in a week or so days time, there's certainly the possi-



As well as including new Guard Break techniques to improve the rhythm of the fight, Street Fighter EX also includes some Super Combo moves, as has been the case in the SF EX games since the release of Super Street Fighter 2 Turbo. You get some groovy special effects when a Super is initiated (above). Also, prepare for some graphical brilliance in the slow-motion shot at the end of each bout (left).

bility that we may want to include another character. However, for the present there are eight characters, four original and four Street Fighter. Certainly, Ryu, Ken and Chun-Li are pretty much the ones you'd expect to be there. That's three of them. As for Blanka he's in too. It's been decided to announce these four characters of this stage but there's still the chance that another Street Fighter may appear. Considering the game balance we've ended up with these four. After that we choose the new characters. After all, if you consider that SF EX is a different regard, obviously we can't include only Street Fighter characters, so it can't be helped that some characters will have to be left out but we've chosen the SF EX characters naturally.

SEGA Can you tell us a little about the design process for the new characters?

DM I wasn't in charge of the design process but basically we wanted the new characters to compare favourably to the Street Fighter characters and yet have a slightly different nature to them. We felt we wanted to try putting in characters that had a way to them that hasn't appeared in the Street Fighter series up to now.

SEGA Have you already decided on how the new characters will fit into the story of the Street Fighter series?

DM We haven't decided on any kind of official story yet. At the end we'll consider it in outline and then formally discuss it with CAPCOM, but in this stage we haven't really thought about this area that much. There's the possibility that the characters' story lines might become entangled. For example, Heihachi was "Kung-fu" but that kind of assumed style (so-called

Blanka style) often appears in CAPCOM games. Guy from the SF Alpha series and the Final Fight series also uses the Blank style. There's a chance that this area, story-wise, might become mixed up. There is a plan but we haven't considered it all yet. Of course, CAPCOM also have their own ideas which they are considering.

SEGA Have you considered any kind of game modes for Street Fighter EX?

DM Fundamentally, Street Fighter 2 is a one-on-one fighting game. The emphasis is on confronting your opponent and seeing who is the stronger by pitting your skills against theirs. Various ideas have been considered but it's still too early. This kind of consideration is done when the game is around 95% complete. The game is still in the punch and no punches preparation stage. Things like Red Earth's Story Mode or Street Fighter Alpha's Disaster Battle are far too early for consideration. That's done after the game is finished.

SEGA At the moment what's the feeling amongst the team?

DM Everything they can do they're doing. What they haven't tried to do before they don't know about but everything they've done up to know they understand. It's pretty much like the start of an adventure. "What

shall we do?" - "Incredibly let's try it like this" - "It worked! Well, what about this then?" Like this, it's fairly much a state of trial and error. Everyone, individually, has confidence in themselves and they all giving it their all to the best of their ability. This means it's in good shape. There are parts that were rejected as they wouldn't be better, even parts that were balanced but it's a challenge for them and as their spirits are high.

SEGA Which part of Street Fighter EX are you the most proud of? What is your thinking behind this?

DM Ah, that's a difficult question, but probably that when you play the game, whether you win or lose, it still has the feeling of enjoyment because it's interesting. Even if it's regrettable to lose the fight, the game is still enjoyable. I've got pride in creating that kind of game. I'm a worker for the creation of this so I've got confidence in SF EX.

SEGA Do you have any message for your new fans in England?

DM To all those those users who enjoyed playing Street Fighter 2 I hope you enjoy playing with SF EX also. For those users, we're working as hard as we can. Please play it. We like you all.



OUT NOW

TOMB RAIDER

BY CORE DESIGN PRICE £49.99 RATING: 9/10

When Core Design put their all into a game, you know that you're in for something special. Such is the case with Tomb Raider, the huge exploration adventure game with loads of action elements added into the mix.

From just about every perspective, the game is a winner. Core have successfully created one of the most lush, detailed 3D environments ever built into a videogame (just behind NIGHTS, but more interactive). Despite the detail-laden texture maps, the frame rate is pretty good and the overall impression is of an incredibly good-looking game.

Adding to the good impressions is the art of the main character herself: Lara Croft must be one of the most versatile creatures seen in a videogame and her abilities are all portrayed with some stunning animation. The sheer range of her abilities takes plenty of time to get the measure of, and the game goes for

patience for it.

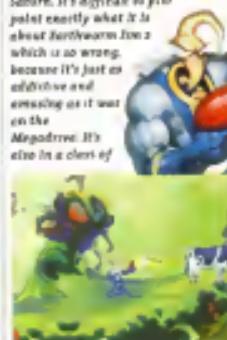
Still, this is the only drawback on what is easily the best game released this month. Check it out.

EARTHWORM JIM

BY VISION PRICE £19.99 RATING: 7/10

Shiny Productions come to the fore in the Megadrive with the release of the brilliant Earthworm Jim - a cartoon platformer that looks outstanding to new levels of excellence. This was bettered only by *Ready Yourself* for a surprise! Earthworm Jim 2, which took the basic format and added to it with a number of excellent little sub-games.

Unfortunately, what was something of an essential part on the Megadrive is still far short with the 3D standards set by the Sega Saturn. It's difficult to pinpoint exactly what it is about Earthworm Jim 2 which is so wrong, because it's just as addictive and exciting as it was on the Megadrive. It's also in a class of



form in just about every other example of the genre. There's the same viewpoint behind the battle, the same switch to a top-down view when the bell is hit and pretty much the same control method. Now that we're on the 32-bit systems though, everything is done with textured polygons to make the whole package that much more lively and realistic.

And indeed, it's Shiny's liveliness and realism that actually makes this worth checking out - if you're into bare



ball games. Obviously the programmers have really put themselves out in making what is probably the best baseball game ever. Just about every conceivable option is included, the graphics are just about as nice as they're going to get and the whole thing is extremely polished.

In fact, the only thing not in its favour is the fact that it's a baseball game and however much you like the sport, you just can't avoid the fact that the sport itself is a pretty limited affair still. If you're after a game of this sort (and it is rather good in two player mode), you can't go far wrong with this particular example.

ACTUA GOLF

BY CRI-CRIUM PRICE £49.99 RATING: 9/10

The quality of sports simulations was one of the main reasons why the Megadrive trounced the Super NES in terms of sales. Although the quality of software has been somewhat hit-and-miss when it comes to sports sims on Saturn, there have been one or two truly exceptional sporting releases on the new Sega machine in the last couple of months. The first was *Flight MicroGolf Society*. The second is this, *Actua Golf*.

Grounds are pretty smart cookies and what they have done with this



particular title is most convincing indeed. Just about everyone knows that *PGA Tour Golf* is the best-playing example of the genre, yet? Well what the flight-based publisher has done is to take the basic PGA paragolf aspects of it up a bit and introduce some absolutely smashing 32-bit graphics. It's as simple as that really.

In terms of golfing simulations, this is by far and away the best thing you can get for the Saturn. The game play is long on, the visuals are superb and the atmosphere (aided by the Peter Allen commentary) can't be beaten. If you're in the market for a golf game, this is the greatest. Period.

IMPACT RACING

BY INC. PRICE £39.99 RATING: 8/10

Impact Racing first appeared on the PlayStation several months ago and received various decent reviews in the magazines, and we suspect that much the same will happen now that the game is out on the Saturn.

Impact Racing rates the average 3D textured polygon road racer and adds in huge lashings of automobile destruction as you complete four laps of the four main courses. It's that simple really. To stay in the game you really need to dash out the destruction on year need-firing pals, as this enables you to upgrade your weaponry which furthers your chance of staying in the game.

The only thing wrong with this game is the lack of variety. This manifests itself in the game play, which although engrossing is pretty samey and also in the different courses. There's only four different tracks, and you have to race them over and over again in various colour schemes the further you get into the game.

Other than that though, fairly intriguing stuff.



The innovative shooting system

Emphasizing the puzzling adventure aspect over the action, Tomb Raider is a pretty laid back type of game. It kind of reminds me of Prince of Persia but in 3D with far more to do. Just about its only drawback is, like in Prince of Persia, there's a noticable "lag time" between entering a command and having Lara do it on screen - it can get infuriatingly frustrating if you haven't got the

It's own, simply because the whole concept of a 3D platform game seems to have evaded the vast majority of future developers out there.

When push comes to shove, the problem must be that games like this just don't have the necessary sophistication and "new" factor to succeed on the 32-bit format. What was a great 16-bit game doesn't necessarily cut the mustard on the Saturn.

WORLD SERIES BASEBALL 2

BY SEGA PRICE £49.99 RATING: 8/10

If there's one thing that can be guaranteed when it comes to baseball games, it's the concept. If not execution, they're all the bloody same! World Series Baseball 2 follows the same basic





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VIDEO CD

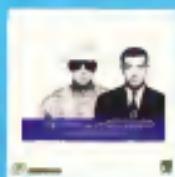
BY PHILIPS PRICE £19.99 RATING 4+

If you've spent £100 on an VHS tape, it is a safe bet that you already have a VCR in your house. Therefore a Video CD would be expected to be seen as a viable purchase. It shouldn't cost much more than a video tape, the quality of the recording should be at least up to speed with that of the tape. And you should be able to skip to your favourite bits easily. So that's one of the criteria sorted. The first two, however, aren't so fully satisfied. In fact, they aren't satisfied at all. Given that this compilation appeared on video last year, looking better and costing less, any PSB fan worth their salt would already have got it. If you haven't, buy the vid.

A TRIBUTE TO JELLY ROLL MORTON

BY PHILIPS PRICE £19.99 RATING 4+

Jelly Roll Morton was, apparently, in the middle of forming jazz 100 years ago. Anyway, so groovy is our swinging daddy-o Jelly Roll that the Dukes of Dixieland have recorded their own tribute. Just as I was looking forward to some tyne scratching chase action with Bess Hogg I was shocked to discover not a hint of the General Lee automobile in sight. In fact, having egged badly the Dukes of Dixieland are all purty gentlemen forbearing musical instruments and looking smirky. And no sign of the pouting Daley Duke either. Pah! What a swivel! If you're a major hardcore psb fan there's a tiny chance you might be interested in this lacklustre live performance.



VIDEO CD

BY PHILIPS PRICE £19.99 RATING 4+

Stephen King's right, might be the most popular modern horror movie of all time, but it doesn't mean it can scare very well. In fact, the most horrific things he's done are to grow his tragic moustache and dress a bandit with John Goodman. Misery aptly aped itself in a story about some bloke falling off a road and getting bandaged by a crazy lady. And it's not half bad, actually. Kathy Bates is ace at her wan-messy best, James Caan looks up in her with my shock, James Caan is on form as the writer locked up in the shack of loony nurse Kathy Bates. For those few of you who didn't see it on telly, this is a gripping thriller type thing with some gory scenes and hence-inducing brutality.



VIDEO CD

BY PHILIPS PRICE £19.99 RATING 4+

Whoever thought that paraputing might make for a good action movie? The pro-downs of Drop Zone (and Terminal Velocity) presumably. They were wrong. Drop Zone is a particularly preposterous movie with a fairly appealing plot and acting bad enough to propel the Thunderbirds into Grigid territory. Philip gives a performance stunningly on target, while bad guy Gary Busey almost seems to be parodying his excellent Lethal Weapon turn. Not even worth hiring on vid (or watching on VHS). Drop Zone's one redeeming factor is the amazing quality of the audio video - for once, MPEC lives up to its claims of being better than VHS.



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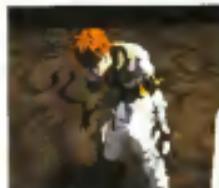
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Introducing...

At the moment, the DDD Project remains a super top secret affair. The company could tell us everything about the game. But then they'd have to tell us. Which would mean that you wouldn't get an issue of SM to read next month. Which would be a shame because we've got Saturn Sonic next month. Bonelli!



At the Tokyo Game Show in August, Takara [they of *Tezuka-tesu* fame] released the first news of their most top secret of projects: DDD. Although the name of the game was revealed, nothing more was made obvious - even the game genre remained secret!

However, over the course of time it became known that DDD is a true next generation 3D fighting game, far removed from the Virtua Fighters and Tekkora... and indeed the *Tezukas* of the world.

Takara still haven't released any actual screenshots of the game, but insulation from Japanese magazines *Wishon* and *Sega Saturn Magazine* are reporting that this is a very hot title - truly one to watch out for. Game features include side-steps and spin-hurls (building on what AM2 have achieved with *VF3*), plus true interactive with the background. You can jump off walls, ceilings and launch surprise counter attacks on your opponent! Every stage has a different lay-out to learn and exploit.

Takara have invested heavily in this game, going for super-realistic motion capture, brilliant 3D intros and what have you, and from all accounts this should be one heck of a game. The screenshots on this page show the intro only unfortunately, but we should have some screen shots maybe in time for the next issue. Fingers crossed eh?

DDD or D-D-D-RED as it may be renamed (the "X" comes from the Egyptian letter which represents "3", so it should be read D THREE-D with the three Ds being the three dominos) is due for a Japanese release in Spring, 1999.



Takara have thrown the full weight of their not inconsiderable R&D department behind the DDD Project, and that includes going to all the lengths of setting up a Motion Capture studio and getting world-class artists to strut their stuff. The motion-sensitive computers log the movements of the Ping Pong ball sensors and replicate the movements on computer-rendered characters, intriguing.

NEXT MONTH...

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